DEVLET: LONG LIVE THE SULTAN!

THE POLITICAL SITUATION

The Devlet stands at a crossroads. For centuries, this great empire has dominated the Crescent Sea, a bastion of the Divine Rites faith and Devish culture. But the world is changing. To the north, the Slaikan Empire—vast, reactionary, and hungry for warm-water ports—eyes your Orthodox Christian provinces with predatory intent. To the west, the liberal powers of Gwaelod and Brest-Lyonesse speak of "modernization" and "reform," though their merchants and admirals have less noble aims. The Irmonic League, fragmented and chaotic, plays all sides.

Internally, the empire fractures. The Sultan is young—barely out of adolescence—and the great institutions of state have grown accustomed to operating without meaningful oversight. The Divan, once a mere advisory council, has become the de facto government. The provincial Beys, governors of the 21 Eyalets, control their territories with near-independence, collecting revenue and commanding personal armies. Religious conservatives demand adherence to traditional Divine Rites law. Urban progressives whisper of constitutions and parliaments. Ethnic and religious minorities—Chrysiot, Srebnic, Poghpatian, Murawedi—question whether they belong in this empire at all.

This moment of calm is deceptive. It is the eye of the storm. The choices you make as Sultan will determine whether the Devlet emerges as a modern power, survives as a traditional state, or fractures into warring fiefdoms picked apart by foreign vultures.

The game begins. Your reign awaits.

THE INSTRUMENTS OF STATE

THE DIVAN

The Divan is the cabinet of the Devlet, chaired by the Grand Vizier and including the heads of the major government bureaus. The Sultan presides in theory but delegates day-to-day governance to the Grand Vizier. The Divan members are:

THE GRAND VIZIER

The Grand Vizier serves as your prime minister, running the Divan sessions and coordinating between bureaus. In this game, the Grand Vizier is the voice through which relays all information to the player and the voice which relays all decrees from the Sultan into the realm. The Grand Vizier is absolutely loyal to the Sultan, acting as advisor, implementer, and honest counselor. The Grand Vizier has no independent political agenda—this role exists to translate player decisions into game mechanics and present information clearly.

THE SERASKER (Minister of War) - Rıza Pasha

Background: 52 years old, career military officer from minor aristocracy. Rose through merit during border wars. His father was a provincial cavalry commander who died in debt. Rıza clawed his way up through competence and determination. Refuses to wear court dress, prefers his uniform. Bears scars from combat.

Ideology: Pragmatic militarist. Believes the Devlet's survival depends on a modern, professional army loyal to the state, not individual Beys. Suspicious of religious interference in military matters. Will support any reforms that strengthen military capacity, resist anything that weakens central command.

Bureau: Commands the armies of the state. Empowered to levy and lead troops, requisitioning Bey levies for the defense of the Devlet. Conducts military Exercises to maintain readiness and signal strength to foreign powers.

Starting Loyalty: 7/10

Loyalty Increases: Military budgets, Western training reforms, conscription laws that bypass Bey control, Standing Army Reform, professional military development

Loyalty Decreases: Budget cuts, empowering Bey militias over central forces, religious authorities interfering with military hierarchy, pacifist foreign policy

Breaking Point: If you disband professional forces in favor of feudal levies or if Sultan-Caliph interferes with military professionalism, he may resign or coup.

THE DEFTERDAR (Minister of Treasury) - Kemal Efendi

Background: 38 years old, from wealthy merchant family in the capital. Educated partially in Gwaelod, speaks multiple languages. Family made fortune in trade before diversifying into finance. Returned to "serve the state" but maintains extensive private business interests. Sophisticated, cosmopolitan, sees himself as bringing rationality to government.

Ideology: Economic liberal. Believes in free trade, foreign investment, ending mercantilist policies. Personally profits from opening the economy but genuinely thinks it's best for the Devlet. Contemptuous of "backwards" rural provinces. Taxation should be rational, based on ability to pay, not religious or feudal obligations.

Bureau: Controls the treasury. All revenue from Eyalets is collected by the Defterdar, and all salaries to functionaries are dispensed through him. Can embezzle if disloyal.

Starting Loyalty: 7/10

Loyalty Increases: Free trade policies, banking reforms, ending jizya (religious minority tax), professional tax administration, foreign investment, Commercial Code Reform

Loyalty Decreases: Protectionism, land redistribution, traditional taxation methods, economic isolation, Islamic Economic System

Breaking Point: If you expropriate foreign assets, implement Islamic banking (riba prohibition), or enact radical wealth redistribution, he will resign.

THE PASHA OF PEACE (Foreign Minister) - Ayşe Sultana

Background: 44 years old, from cadet branch of royal family. Unmarried (scandalous for her status). Educated, multilingual. Spent years in foreign courts as unofficial envoy before being formalized as Foreign Minister. Has seen the industrial might of Gwaelod, the military power of Slaika, the cultural prestige of Brest-Lyonesse. Understands how far behind the Devlet has fallen.

Ideology: Realist pragmatist with reformist leanings. Believes the Devlet must modernize to survive foreign pressure, but also must avoid giving any Great Power a pretext for intervention. Willing to make humiliating concessions if it buys time. Despises the ambassadors but understands their power.

Bureau: Heads foreign policy and diplomacy. All official diplomatic channels between foreign ambassadors and the Devlet go through the Pasha of Peace. Monitors ambassador activities and conducts negotiations.

Starting Loyalty: 8/10

Loyalty Increases: Measured reforms, diplomatic finesse, respecting her expertise, avoiding reckless provocations, professional diplomacy

Loyalty Decreases: Ignoring foreign threats, religious extremism that provokes interventions, weak centralization that invites partition, Closed Country Edict

Breaking Point: If you pursue policies that will clearly trigger foreign invasion without the military to resist, she will resign.

THE GRAND EYÜP (Secret Police Chief) - Hasan Bey

Background: Age unknown (probably late 40s), origins obscure. Some say he was a street orphan, others that he's from a disgraced noble family. Worked his way up through informant networks. Has no ideology except survival and power. Knows where all the bodies are buried—literally.

Ideology: None. Pure self-interest. Will serve whoever keeps him in power and funded. Distrusts everyone, assumes everyone is plotting (usually correct). Values information as currency.

Bureau: Heads internal security and secret police. Tasks include uncovering and disclosing plots or information of consequence to state security, the Divan, or the Sultan. Conducts Investigations into discovered conspiracies.

Starting Loyalty: 6/10

Loyalty Increases: Generous budgets, free hand to operate, protecting him from consequences, giving him targets to investigate, Special Surveillance Laws

Loyalty Decreases: Budget cuts, oversight, restricting his methods, ignoring his warnings, reducing his power

Breaking Point: If you try to reform/dismantle the secret police or appoint someone to supervise him, he will sabotage you or resign.

THE CAPITOLINE BEY (Governor of Capital) - Mehmet Pasha

Background: 55 years old, from the most powerful aristocratic family in the capital. Immensely wealthy from urban rents, tariffs, and trade. His family has governed the capital for three generations. Cultured, sophisticated, sees himself as patron of the arts and protector of the city's traditions.

Ideology: Conservative but not reactionary. Wants stability, order, and preservation of traditional hierarchies. Fears both radical reform (threatens his position) and religious extremism (bad for business). Believes in gradual, controlled change that maintains elite privilege.

Bureau: Governs the capital Eyalet (Fenarut) and by extension hosts the Divan. Controls the richest and most politically important province. The capital's stability is his responsibility.

Starting Loyalty: 7/10

Loyalty Increases: Stability, order, respect for established institutions, policies that protect urban elites, commercial prosperity

Loyalty Decreases: Chaos, rapid change, empowering radicals or religious extremists, policies that threaten urban wealth, land reform

Breaking Point: If revolution threatens the capital or you try to strip his family's position, he may open the gates to rebels.

THE GRAND MUFTI (Religious Authority) - Sheikh Ibrahim

Background: 67 years old, from long line of religious scholars. Studied at the greatest madrassas, respected across the Divine Rites world. Genuinely pious but also politically astute. Has seen sultans come and go. Believes he serves God first, the Devlet second, the Sultan third.

Ideology: Traditional religious authority. Believes Sharia (Divine Rites law) must guide all law, that religious unity is the empire's foundation, that modernization must not compromise faith. Not opposed to all reform, but it must be justified within religious framework. Deeply opposed to secularization.

Bureau: Head of all religious and cultural affairs. Serves as final legal authority for laws passed by the Divan through Divine Jurisprudence. Can issue fatwas (religious rulings), censure officials for moral failings, and veto laws on religious grounds.

Starting Loyalty: 6/10

Loyalty Increases: Respect for religious authority, piety, justifying reforms in religious terms, defending the faith, State Madrassas (if controlled by ulema), Sultan-Caliph

Loyalty Decreases: Secularization, empowering non-Muslims, ignoring religious law, Western cultural influence, Jizya Abolition

Breaking Point: Formal Separation of Church and State will cause him to resign or rebel.

PRINCESS AYLIN (The Sultan's Sister)

Background: 27 years old, younger sister of the Sultan. Educated privately within the palace—highly intelligent but with no formal political training. Has observed court politics from the shadows but never participated. Reads extensively: history, philosophy, even smuggled foreign texts. Speaks multiple languages. The dynasty never considered her as a potential ruler, so she was simply ignored politically.

Personality: Sharp-minded, observant, cautious. Years of being overlooked have made her careful about revealing her capabilities. Genuinely loves her brother (the player). Has strong opinions about the Devlet's future but has never had a platform to express them. Privately sympathetic to reforms (she's read Gwaelod philosophy) but understands religious tradition's power.

Current Role: None. She exists in the background, completely off everyone's radar. No one plots against her because no one considers her relevant. She cannot join plots, cannot be recruited, has no Clout or political resources. She has no ability to betray the player.

Absolute Loyalty: 10/10 to her brother. This is the player's insurance policy.

Succession Role: If the Sultan is assassinated, Princess Aylin becomes Sultana. The game continues, but with massive penalties (see Victory and Loss Conditions).

THE LOYALTY SYSTEM

Every Divan member has a **Loyalty Score** from 0-10.

10: Fanatically Loyal - Will die for you, proactively helps, warns of threats

8-9: Very Loyal - Trustworthy, honest reports, supports your agenda

6-7: Loyal - Professional, does job well, generally reliable

4-5: Neutral - Does minimum required, no extra effort, watching for better opportunities

2-3: Disloyal - Actively unhelpful, may embezzle/lie, likely plotting

0-1: Hostile - Actively working against you, definitely plotting, will join rebellions

Loyalty Changes Based On:

Policy Alignment: Enacting reforms aligned with their ideology increases loyalty. Enacting opposing reforms decreases loyalty.

Personal Treatment: Bribes (Revenue/Clout gifts), listening to their advice, appointing them to positions they desire, protecting them from consequences.

Functional Respect: Funding their bureaus adequately, not undermining their authority, consulting them on their areas of expertise.

Consequences: If they fail their duties and you punish them, loyalty decreases. If you protect them despite failures, loyalty may increase (but other Divan members lose respect for you).

Ideological Breaking Points: Each Divan member has policies they absolutely cannot tolerate. Crossing these triggers resignation, rebellion, or sabotage regardless of previous loyalty.

Effects of Loyalty:

High Loyalty (7-10):

- Accurate, detailed reports
- Proactive warnings ("Your Majesty, I must warn you...")
- Will pressure other Divan members on your behalf if asked
- Efficient bureau performance
- Will reveal plots against you

Neutral Loyalty (4-6):

- Adequate reports, minimal detail
- Does job, nothing extra
- Won't pressure others unless ordered
- Bureau functions normally

Low Loyalty (0-3):

- False or incomplete reports
- Conceals information
- Embezzles (Defterdar), hides plots (Grand Eyüp), exaggerates threats (Serasker)
- Bureau underperforms
- Joins or leads plots against you
- May refuse direct orders

Detecting Disloyalty:

The Gazette provides official reports. If a Divan member is disloyal, their reports to you (in the Divan session) may contradict the Gazette or seem suspicious. For example:

- Gazette: "Treasury reports record revenues"
- Defterdar's report: "Your Majesty, we collected 50 Revenue"
- Your actual Revenue: 45
- **Discrepancy = Embezzlement**

The Grand Eyüp can investigate suspicious Divan members, but if he's disloyal, he'll protect his allies and fabricate evidence against his enemies.

THE EYALETS

The Devlet is divided into 21 Eyalets (provinces), each governed by a Bey. Each Eyalet has three traits that determine how policies affect it:

Religion: Divine Rites (majority) or Eastern Church (minority) **Ethnicity:** Devish (majority) or Other (Chrysiot, Srebnic, Poghpatian, Murawedi) **Development:** Urban or Rural

Each Eyalet produces:

- **Revenue** (economic output, sent to Defterdar)
- **Manpower** (military levies, controlled by Bey)

Each Eyalet has:

- **Unrest** (0-5 scale, 5 = revolt)
- **Bey Loyalty** (0-10 scale, same as Divan members)

THE HOMELAND (Core Devish, Divine Rites Territory)

1. FENARUT (Capital District)

- Divine Rites - Devish - Urban
- Revenue: 5 | Manpower: 3
- Governed by: Capitoline Bey (Mehmet Pasha, already characterized)
- Interests: Stability, urban commerce, traditional elite privileges, preventing radical change

2. KAHVANDAR

- Divine Rites - Devish - Urban
- Revenue: 4 | Manpower: 2
- Bey Interests: Commercial prosperity, urban development, modern law, infrastructure
- Supports: Commercial reform, banking, secular policies that benefit trade
- Opposes: Religious extremism, economic autarky, chaos

4. USTÜRLET

- Divine Rites - Devish - Rural
- Revenue: 2 | Manpower: 4
- Bey Interests: Agricultural prosperity, traditional hierarchy, local autonomy
- Supports: Agricultural investment, traditional military, decentralization
- Opposes: Industrialization, land reform, heavy taxation

8. SAVUND

- Divine Rites - Devish - Rural
- Revenue: 2 | Manpower: 4
- Bey Interests: Traditional agriculture, local control, religious culture
- Supports: Religious military orders, expand madrassa funding, Bey levy expansion
- Opposes: Modernization, secular reforms, centralization

9. BIRLA

- Divine Rites - Devish - Rural
- Revenue: 2 | Manpower: 4
- Bey Interests: Traditional agriculture, Bey military power, religious orthodoxy
- Supports: Sultan-Caliph, Islamic economics, Ghazi restoration, moral enforcement
- Opposes: Western influence, foreign advisors, secular law

10. EFANIYA

- Divine Rites - Devish - Urban
- Revenue: 4 | Manpower: 2
- Bey Interests: Urban prosperity, cultural development, avoiding religious extremism
- Supports: Education reform, commercial code, banking, press freedom, parliament
- Opposes: Moral enforcement, economic isolation, religious military orders

11. KAVTAN

- Divine Rites - Devish - Rural
- Revenue: 2 | Manpower: 4
- Bey Interests: Agricultural stability, traditional hierarchy, military autonomy
- Supports: Agricultural investment, moderate religious policy, maintaining Bey levies
- Opposes: Radical change, standing army reform, heavy taxation

12. DÜRLU

- Divine Rites - Devish - Rural
- Revenue: 2 | Manpower: 4
- Bey Interests: Traditional agriculture, local autonomy, religious culture
- Supports: Religious consolidation, traditional military, agricultural focus
- Opposes: Modernization, foreign influence, centralization

13. MENEVEM

- Divine Rites - Devish - Rural
- Revenue: 2 | Manpower: 4
- Bey Interests: Rural prosperity, traditional order, military strength
- Supports: Agricultural investment, religious military, Bey autonomy
- Opposes: Industrialization, land reform, central control

14. AMOGHUZ

- Divine Rites - Devish - Rural

- Revenue: 2 | Manpower: 4
- Bey Interests: Traditional agriculture, military culture, religious orthodoxy
- Supports: Ghazi restoration, religious consolidation, traditional economy
- Opposes: Any modernization, secular reforms, foreign influence

18. ERTELIR

- Divine Rites - Devish - Mixed (Urban/Rural balance)
- Revenue: 3 | Manpower: 3
- Bey Interests: Balance between tradition and commerce
- Supports: Moderate reforms, economic development without social disruption
- Opposes: Extremes in either direction

THE EASTERN FRINGE (Orthodox Christian Minorities)

3. NIKOLBAYE

- Eastern Church - Chrysiot - Urban
- Revenue: 4 | Manpower: 2
- Bey Interests: Minority rights, religious autonomy, commercial prosperity, reducing discrimination
- Supports: Jizya abolition, state patriarchate, separation of church and state, commercial reform
- Opposes: Religious enforcement, moral police, Sultan-Caliph, discrimination
- Separatist Risk: HIGH if persecuted, LOW if granted equality

5. MAHTANE

- Eastern Church - Chrysiot - Rural
- Revenue: 2 | Manpower: 4
- Bey Interests: Protection from persecution, agricultural prosperity, local autonomy
- Supports: Decentralization, jizya abolition, religious tolerance
- Opposes: Moral enforcement, Islamic consolidation, centralization under Islamic authority
- Separatist Risk: MEDIUM if persecution, LOW if autonomy granted

6. RÜVELIYA

- Eastern Church - Srebnic - Rural
- Revenue: 2 | Manpower: 4
- Bey Interests: Ethnic-religious autonomy, agricultural prosperity, protection from assimilation
- Supports: Maximum autonomy, religious freedom, decentralization
- Opposes: Islamic religious policy, centralization, assimilation
- Separatist Risk: HIGH (ethnic + religious difference, Slaikan support nearby)

7. SIRMEK

- Eastern Church - Srebnic - Rural
- Revenue: 2 | Manpower: 4

- Bey Interests: Ethnic-religious autonomy, agricultural stability
- Supports: Decentralization, religious autonomy
- Opposes: Islamic policies, centralization, military conscription
- Separatist Risk: HIGH (Slaikan border, ethnic solidarity)

15. ERSEBOG

- Eastern Church - Poghpatian - Rural
- Revenue: 2 | Manpower: 4
- Bey Interests: Religious-ethnic autonomy, agricultural prosperity, commercial links
- Supports: Religious tolerance, commercial development, autonomy
- Opposes: Islamic consolidation, discrimination, central control
- Separatist Risk: MEDIUM (distinct identity but less Slaikan support)

16. KARDASONUS

- Eastern Church - Poghpatian - Rural
- Revenue: 2 | Manpower: 4
- Bey Interests: Autonomy, prosperity, religious freedom
- Supports: Decentralization, religious freedom, commercial development
- Opposes: Islamic policies, centralization
- Separatist Risk: MEDIUM

17. BANTASÖLÜ

- Eastern Church - Chrysiot - Urban
- Revenue: 4 | Manpower: 2
- Bey Interests: Urban commercial prosperity, religious freedom, cultural autonomy
- Supports: Secular reforms, commercial modernization, constitutional rights, jizya abolition
- Opposes: Islamic consolidation, discrimination, economic isolation
- Separatist Risk: MEDIUM (wealthy, considers independence but benefits from trade)

THE SOUTHERN FRINGE (Murawedi - Different ethnicity, same religion)

19. GÜVEL

- Divine Rites - Murawedi - Rural
- Revenue: 2 | Manpower: 4
- Bey Interests: Ethnic autonomy within Islamic framework, agricultural prosperity, cultural preservation
- Supports: Sultan-Caliph (Islamic unity), decentralization (ethnic autonomy), traditional economy
- Opposes: Secular reforms, Devish nationalism, centralization that erases Murawedi culture
- Separatist Risk: LOW if Islamic path, HIGH if secular path

20. MEHMEDIYE

- Divine Rites - Murawedi - Urban
- Revenue: 4 | Manpower: 2
- Bey Interests: Commercial prosperity, Islamic culture with Murawedi character
- Supports: Islamic economic system, commercial development within religious framework, cultural autonomy
- Opposes: Secular reforms, Devish cultural dominance
- Separatist Risk: LOW if Islamic path, MEDIUM if secular path

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UNREST MECHANICS

Unrest ranges from 0-5:

- **0:** Peaceful and content
- **1:** Minor grumbling
- **2:** Protests and demonstrations
- **3:** Riots, tax resistance
- **4:** Armed militias forming
- **5:** REVOLT - Eyalet attempts independence

Unrest increases from:

- Policies that harm the Eyalet's interests
- Economic decline (Revenue decreases)
- Heavy taxation without investment
- Religious/ethnic persecution
- Failed government (unable to maintain order)
- Foreign agitation

Unrest decreases from:

- Policies that benefit the Eyalet
- Economic prosperity (Revenue increases)
- Investment in infrastructure/development
- Addressing grievances
- Military Exercises (temporary suppression)
- Effective governance

At Unrest 5, the Eyalet revolts. The Bey either joins the revolt (if disloyal) or attempts to suppress it (if loyal). You must decide whether to negotiate, grant concessions, or send military forces to crush the rebellion.

BEY LOYALTY

Each Bey has loyalty (0-10) based on:

- Policy alignment with their Eyalet's interests
- Economic prosperity in their province
- Respect for their autonomy and authority
- Bribes (Revenue/Clout transfers)
- Personal relationship with Sultan

Low-loyalty Beys:

- Withhold revenue (skim taxes)
- Provide false reports
- Refuse military levies
- Join plots against Sultan
- May declare independence if Unrest is high

THE EFFENDIS

Effendis are landless aristocrats and nobles with wealth and political influence but no formal government position. They represent factional leaders, ambitious individuals, and foreign agents.

FACTIONAL LEADERS

TAHIR BEY (Progressive/Reformist Leader)

Background: 36 years old, minor nobility, educated at university in Gwaelod. Father was mid-level bureaucrat who sent him abroad hoping he'd bring back technical knowledge. Instead, Tahir returned with constitutional ideas. Speaks fluent Gwaelod, passionate orator, writes for underground newspapers.

Ideology: Constitutional monarchy. Believes the Devlet can only survive through radical reform—parliament, rule of law, civil rights, economic modernization. Genuinely patriotic, wants to save the empire through transformation.

Starting Clout: 4

Goals:

- Short-term: Force Sultan to grant constitution
- Long-term: Become Prime Minister of constitutional Devlet

Supports: Parliament, press freedom, constitutional rights, commercial reform, banking, jizya abolition, separation of church and state, Western military advisors

Opposes: Sultan-Caliph, moral enforcement, Islamic economics, absolutism, censorship

If Parliament Enacted: Becomes Prime Minister candidate for Progressives

If Absolutist Path: Goes underground, leads liberal plots, may flee to Gwaelod or be imprisoned

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SHEIKH YUSUF AL-QADIR (Reactionary Leader)

Background: 58 years old, from prestigious ulema family. Studied at greatest madrassas, completed pilgrimage to holy cities, respected religious scholar. Watches foreign influence corrupt the Devlet and sees it as sacred duty to resist.

Ideology: Islamic theocracy. Believes Sharia must govern all aspects of life, that the Devlet's decline stems from abandoning true faith, that foreign ideas are spiritual poison.

Starting Clout: 4

Goals:

- Short-term: Stop secularization, enforce Islamic law
- Long-term: Transform Devlet into true Islamic state under Sultan-Caliph

Supports: Sultan-Caliph, codify religious courts, moral enforcement, Islamic economics, expand madrassa funding, religious military orders, closed country edict

Opposes: Separation of church and state, jizya abolition, constitutional rights, Western military, foreign advisors, banking

If Sultan-Caliph Enacted: Becomes Sultan's most loyal supporter, may be appointed religious advisor

If Secular Path: Declares Sultan illegitimate, issues fatwa, leads religious uprising

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KONSTANTIN PETRIDES (Chrysiot Separatist Leader)

Background: 42 years old, wealthy merchant family from Nikolbaye. Educated, cosmopolitan, speaks multiple languages. Grandfather remembered Ottoman conquest. Family suffered under jizya. Personally not very religious, but uses Orthodox identity politically.

Ideology: Chrysiot nationalism. Believes Chrysiot people deserve independent state. Willing to work within Devlet if granted genuine autonomy, but ultimate goal is independence with Slaikan protection.

Starting Clout: 3

Goals:

- Short-term: End jizya, gain religious autonomy
- Long-term: Independent Chrysiot state

Supports: Jizya abolition, state patriarchate, separation of church and state, decentralization, regional autonomy

Opposes: Sultan-Caliph, moral enforcement, Islamic consolidation, centralization, Devish nationalism

If Secular Reforms + Autonomy: Becomes loyal, may accept position in government

If Islamic Consolidation: Leads armed separatist rebellion, coordinates with Slaika

MIRZA KEMAL (Conservative Leader)

Background: 51 years old, extremely wealthy from trade and urban real estate. Family has held power in capital for generations. Sophisticated, well-traveled, understands the world is changing. Wants to adapt just enough to preserve his class's position.

Ideology: Pragmatic conservatism. Gradual, controlled reform that modernizes without revolution. Willing to accept constitutional limits if it prevents radical change. Primarily interested in stability and protecting elite wealth.

Starting Clout: 4

Goals:

- Short-term: Prevent revolution or tyranny
- Long-term: Constitutional monarchy with limited franchise

Supports: Moderate reforms (commercial code, banking, professional diplomats), Parliament (with wealth-based voting), economic development, stability

Opposes: Revolution, radical secularization, Islamic theocracy, land redistribution, universal suffrage

If Parliament Enacted: Most likely Prime Minister (can build coalitions between factions)

AMBITIOUS INDIVIDUALS

COLONEL ISMAIL RIZA (Young Military Reformer)

Background: 34 years old, minor provincial nobility, father was cavalry officer. Attended Military Academy, served in border skirmishes. Convinced the Devlet will be conquered unless military modernizes.

Ideology: Military modernization above all. Not particularly political otherwise—will support anyone who reforms the army.

Starting Clout: 2

Goals: Become Serasker, modernize military, prevent military humiliation

Supports: Foreign military advisors, Western Model Army, Standing Army Reform, meritocracy

Opposes: Traditional military, Bey levies, Ghazi restoration, religious interference in military

Potential Paths:

- Appointed Serasker: Loyal, effective modernizer
- Blocked from advancement: Leads Young Officers coup
- Military humiliation occurs: Blames leadership, may revolt

ELIF HANIM (Progressive Intellectual)

Background: 31 years old, wealthy merchant family, educated privately (including abroad, disguised as male). Brilliant writer, publishes under male pseudonym. Advocates for education, women's rights, social reform.

Ideology: Social progressivism. Education and equality will transform society. Feminist, secularist, democrat.

Starting Clout: 2

Goals: Education reform, women's rights, social modernization

Supports: All Progressive reforms, press freedom, education expansion, separation of church and state

Opposes: Moral enforcement, traditional gender roles, religious conservatism

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HÜSEYIN EFENDI (Economic Technocrat)

Background: 38 years old, studied economics in Irmonic League, worked in banking. Apolitical, just wants efficient economy.

Ideology: Economic rationalism. Whatever works economically is good.

Starting Clout: 2

Goals: Become Defterdar, modernize economy

Supports: All economic modernization, commercial code, banking, industrialization, free trade

Opposes: Islamic economics, autarky, inefficiency

AHMED AL-MAWARDI (Moderate Religious Scholar)

Background: 45 years old, respected religious scholar. Studied traditional texts but also exposed to modern ideas. Believes Islam and modernity can coexist.

Ideology: Islamic modernism. Reform within Islamic framework.

Starting Clout: 2

Goals: Modernize while preserving faith, prevent extremism

Supports: State Madrassas (reformed education), moderate reforms justified in religious terms, jizya abolition (Islamic equality principle)

Opposes: Separation of church and state (too radical), Sultan-Caliph (dangerous concentration), Western imitation

Potential: Can be appointed Grand Mufti after State Madrassas, enables reform while maintaining Islamic character

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SELIM PASHA (Opportunist)

Background: 40 years old, climbed from nothing through patronage and cunning. No real ideology, just wants power and wealth.

Ideology: Whatever serves Selim.

Starting Clout: 2

Supports: Whoever's winning, whoever pays him

Opposes: Whoever's losing, whoever threatens him

Use: Tool for dirty work, but may betray if offered better deal

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FOREIGN AGENTS (Secret)

DIMITRIOS PASHA (Slaikan Agent)

Background: 44 years old, appears to be Chrysiot merchant who became reformer. Actually recruited by Slaikan intelligence. Mission: Inflame separatism, weaken Devlet.

Cover Ideology: Moderate Progressive

Actual Goal: Provoke civil war so Slaika can intervene

Starting Clout: 2

Activities: Funds extremist separatists, provides intelligence to Slaika, sabotages Devlet-Gwaelod relations

If Exposed: Diplomatic crisis with Slaika, proof of meddling

"THOMAS ASHFORD" (Gwaelod Agent)

Background: 35 years old, claims to be half-Gwaelod merchant. Actually Gwaelod intelligence officer. Mission: Push economic liberalization, create dependency.

Cover Ideology: Economic liberal

Actual Goal: Open Devlet economy to Gwaelod exploitation

Starting Clout: 2

Activities: Pushes free trade, undermines domestic industry, creates debt dependence

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THE MOVEMENTS

Movements are populist factions representing broad segments of society. Each has a **Powerbase** (aggregate Clout and influence).

1. REACTIONARIES

- Short-Term Goals: Resist and roll back reforms
- Long-Term Goals: Restore absolute religious monarchy
- Base: Religious scholars, traditional Beys, rural Divine Rites populations
- Triggered by: Secularization, Western influence, minority rights

2. CONSERVATIVES

- Short-Term Goals: Preserve status quo
- Long-Term Goals: Gradual change that protects elite position
- Base: Wealthy urban elites, moderate Beys, established bureaucrats
- Prefer: Stability, incremental reform, protecting property

3. PROGRESSIVES

- Short-Term Goals: Pressure for constitutional reforms
- Long-Term Goals: Constitutional monarchy, rule of law, meritocracy
- Base: Educated urban classes, merchants, some military officers
- Triggered by: Absolutism, censorship, arbitrary rule

4. SEPARATISTS (Multiple ethnic groups)

- Short-Term Goals: End discrimination, cultural autonomy
- Long-Term Goals: Independence or autonomy within loose confederation
- Base: Eastern Church populations (Chrysiot, Srebnic, Poghpatian), Murawedi
- Triggered by: Religious persecution, ethnic discrimination, taxation without representation

5. RADICALS (Emerge mid-game if conditions right)

- Short-Term Goals: Overthrow Sultan and Divan
- Long-Term Goals: Democratic republic, land redistribution
- Base: Urban workers, radicalized students, dispossessed peasants
- Triggered by: Failed reforms, economic crisis, Gwaelod working-class influence

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THE FOREIGN QUARTER

The Foreign Quarter houses embassy buildings of four Great Powers with diplomatic ties to the Devlet.

THE SLAIKAN EMPIRE

Historical Position: Vast reactionary autocracy spanning the northern continent. Tsar Alexei II rules through Orthodox divine right, maintaining serfdom and resisting constitutional reform. Militarily powerful but economically stagnant.

Core Interests:

- Warm-water ports in the Crescent Sea (your Eyalets block access)
- "Protection" of Orthodox Christian minorities (Chrysiot, Srebnic, Poghpatian)
- Crushing revolutionary and constitutional movements
- Expanding "Holy Slaikan" cultural sphere southward

Internal Tensions (Exploitable):

- Serf rebellions in southern provinces
- Court faction between hardline reactionaries and timid reformers
- Financial weakness despite military strength
- Polish nationalism (constant unrest)
- Educated nobility influenced by Western ideas

Ambassador: Count Dmitri Volkonsky

Background: Late 50s, minor nobility, veteran of Slaikan-Persian wars. Deeply Orthodox, views the Devlet as heretical abomination squatting on Christian lands. Professional diplomat—won't start war prematurely if it serves Slaikan interests to wait.

Goals:

- Gather intelligence on military weakness
- Cultivate separatist movements
- Ensure Devlet doesn't align with Gwaelod or successfully reform
- Prevent other powers from gaining influence

How He Helps (if cultivated):

- Can pressure Brest-Lyonesse to stay neutral
- Offers loans (with strings)
- Military "advisors" (who also spy)
- Won't support liberal/reformist plots (hates them more than you)

How He Harms (default stance):

- Funds Orthodox separatists directly
- Spreads propaganda about Christian persecution
- Economic pressure through grain exports
- Military buildup on border

Breaking Point: If you secularize or massacre Orthodox populations, he'll push for immediate war

THE ENDGAME WAR:

The Slaikan Empire WILL demand territorial concessions on **Turn 100**—specifically the Orthodox-majority Eyalets (Nikolbaye, Mahtane, Rüveliya, Sirmek, Ersebog, Kardasonus, Bantasölü). They frame it as "liberating oppressed Christians." This is non-negotiable.

Victory Against Slaika Requires:

- Allied with at least one other Great Power (mutual defense)
- Modernized military (Western Model Army + Standing Army Reform)
- Low unrest in Orthodox Eyalets (removes pretext)
- Strong economy to sustain war
- Fortified border provinces

KINGDOM OF BREST-LYONESSE

Historical Position (1830): The ancien régime par excellence. The Bourbon-equivalent dynasty has ruled for centuries. Deeply Catholic, aristocratic, culturally prestigious. Growing tension between rising bourgeoisie demanding political voice and traditional aristocracy.

THE JULY REVOLUTION EVENT (Turn 40-50):

King Charles X attempts to roll back constitutional limits. Paris erupts. Outcome depends partly on Devlet influence:

- **Constitutional Monarchy (default):** King abdicates, cousin Louis-Philippe takes throne, limited reforms
- **Radical Revolution (if player supported republicans):** Full collapse, republic or Bonapartist restoration
- **Reactionary Victory (if player supported absolutism):** Revolution crushed, extreme conservatism

Core Interests:

- Maintain balance of power (prevent Slaikan or Gwaelod dominance)
- Protect Catholic minorities
- Cultural prestige and "civilizing mission"
- Historical alliance with Devlet against Slaikan expansion

Internal Tensions:

- Bourgeois liberals vs. aristocratic ultras
- Urban poor radicalization
- Legitimist vs. Orleanist royalist split
- Weak economy compared to industrializing Gwaelod

Ambassador: Marquis Jean-Baptiste de Rochambeau

Background: Early 40s, sophisticated aristocrat, fought as officer in colonial wars. Educated, speaks perfect Devish, collects Devlet art. Genuinely believes in historic Brest-Devlet friendship but paternalistic—sees you as "junior" civilization.

Goals:

- Keep Devlet stable and independent (counterweight to Slaika/Gwaelod)
- Maintain cultural influence and prestige
- Protect traditional monarchy (yours and his)
- Prevent any power from dominating Crescent Sea

How He Helps:

- Best source of non-exploitative loans
- Cultural/educational exchanges
- Diplomatic support in Great Power disputes
- Military training missions (fewer strings than Slaikan)
- Will support moderate reforms if they stabilize your rule

How He Harms:

- Withdraws support if you align with Gwaelod liberalism
- Blocks loans if "too radical"
- Cultural condescension undermines legitimacy
- May support conservative/religious factions to keep you dependent

Breaking Point: If you embrace radical secularism or align militarily with Gwaelod/Slaika

Post-Revolution Dynamics:

- Constitutional monarchy: More willing to support gradual reforms
- Radical revolution: Republican ambassador pushes hard liberalization
- Reactionary victory: Pushes absolute monarchy, funds conservative plots

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CANTREBURY-GWAELOD COMMONWEALTH

Historical Position: Rising industrial and naval superpower. Constitutional monarchy with powerful Parliament (limited franchise). Massive industrial growth, global trade networks, most powerful navy in the world. Ideologically committed to "free trade" and "liberal civilization"—which justifies opening your markets.

THE REFORM CRISIS (Turn 30-40):

Political crisis over expanding voting rights. Outcome affects foreign policy:

- **Reform Act passes (default):** Middle class enfranchised, more aggressive liberal internationalism
- **Reform blocked:** Domestic instability, may trigger wider unrest (Chartist movement)
- **Radical expansion:** Working class gets vote, socialist influences

Core Interests:

- Open Devlet markets to Gwaelod goods
- Secure trade routes and potential treaty ports
- Spread "civilization" (liberal institutions, free press)
- Prevent Slaikan control of Crescent Sea
- Access to Devlet resources for factories

Internal Tensions:

- Industrial capitalists vs. landed aristocracy
- Growing working-class radicalism
- Evangelical reformers vs. pragmatic imperialists
- Irish question (restive subject nation)

Ambassador: Sir Edward Pembroke

Background: Mid 40s, Member of Parliament, manufacturer's son who bought way into gentry. Represents new industrial elite. Genuinely believes liberal institutions are superior, but also profits enormously from "opening markets."

Goals:

- Economic liberalization of Devlet (free trade, end mercantilism)
- Constitutional reforms (parliament, free press—easier to influence)
- Treaty port or economic concession zone
- Block Slaikan expansion
- Prevent total Devlet collapse (instability bad for trade)

How He Helps:

- Industrial investment and technology transfer
- Naval support against Slaikan aggression
- Educational missions (economics, engineering)
- Backs liberal/reformist factions with money and expertise
- Can broker deals with Brest-Lyonesse

How He Harms:

- Pushes economic deals benefiting Gwaelod manufacturers
- Funds liberal opposition to undermine conservative rule
- Economic sanctions if you close markets
- Naval blockades (non-military but devastating)
- Supports minority separatists if they promise "liberal governance"

Breaking Point: If you expropriate Gwaelod investments or ally militarily with Slaika

The Treaty Port Question (Turn 60-70):

Pembroke will demand a treaty port—extraterritorial zone for Gwaelod trade. Key test:

- Accept: Economic growth, dependency, sovereignty loss, domestic humiliation
- Refuse: Economic pressure, funding opposition, potential limited naval action
- Negotiate: Compromise (limited zone, sunset clause) requires high diplomatic skill

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THE IRMONIC LEAGUE

Historical Position: Bewildering confederation of ~300 polities—kingdoms, duchies, free cities, prince-bishoprics—loosely bound by League Diet. Imperial title rotates among major kingdoms. No unified foreign policy.

Internal Factions:

- **Kingdom of Preutzen:** Militaristic, efficient bureaucracy, wants to unify League
- **Kingdom of Osterlich:** Catholic, traditional, rivals Preutzen, wants confederation
- **Free Cities:** Liberal, commercial, want constitutional reforms
- **Prince-Bishoprics:** Ultra-conservative, religious, declining power

THE SPRINGTIME OF PEOPLES (Turn 70-80):

Revolutionary wave hits League. Outcome determines endgame form:

- **Liberal Success:** Unified constitutional League with parliament
- **Preutzen Unification:** Militarized kingdom absorbs most of League
- **Reaction Wins:** Confederation maintained, more conservative
- **Fragmentation:** League dissolves into competing states

Core Interests:

- Varies wildly by faction
- Generally: Economic access, preventing single-power continental dominance

Ambassador: Graf Heinrich von Steinmetz

Background: Late 30s, minor Preutzen nobility, diplomat by necessity (third son, no inheritance). Brilliant but frustrated by League dysfunction. Personally sympathetic to reform but represents shifting coalition.

Goals:

- Maintain Irmonic commercial interests
- Prevent other powers from gaining exclusive influence
- Personal: Prove competence for appointment in unified state
- Block consensus among other powers

How He Helps:

- Least threatening ambassador (League too divided)
- Good source of intelligence (League members gossip)
- Cultural/technical exchanges, no strings

- Can broker complex multi-party deals
- After unification: Powerful potential ally against Slaika

How He Harms:

- Inconsistent (policy changes with League Diet)
- Can't deliver on promises (League too fragmented)
- Economic competition without coordination

Breaking Point: None—too pragmatic, state too divided

Post-Springtime Dynamics:

- Preutzen unifies League: Serious military/economic player, demanding ally
- Liberal League: Strong economic ties, pushes constitutional reform
- Reaction: Supports conservative factions, weak foreign policy
- Fragmentation: Steinmetz recalled, competing successor ambassadors

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FOREIGN POWER INTERACTION MATRIX

Mutual Conflicts (Exploitable):

Slaika vs. Gwaelod:

- Naval/trade rivalry, ideological (autocracy vs. liberalism), geopolitical
- **Exploit:** Play them against each other for loans/support

Slaika vs. Brest-Lyonesse:

- Balance of power, religious (Orthodox vs. Catholic), historical rivalry
- **Exploit:** Brest will support you against Slaikan pressure

Gwaelod vs. Brest-Lyonesse:

- Economic (industrial vs. agrarian), colonial competition, ideological
- **Exploit:** Bid for loans/support between them

Potential Coalitions:

Anti-Slaikan Alliance (easiest):

- Brest + Gwaelod + reformed Devlet
- Requires modernization while maintaining sovereignty
- Protects against Slaikan endgame war

Conservative Alliance (hardest):

- Slaika + Brest + reactionary Devlet
- Requires crushing liberals/reforms
- Collapses if Brest has July Revolution

Liberal Concert (moderate):

- Gwaelod + Liberal Brest/League + reformist Devlet
- Requires constitutional reforms
- Risk: Lose control to liberal factions

RESOURCES AND MECHANICS

REVENUE

Revenue represents economic output: taxes, trade income, state enterprises.

Sources:

- Each Eyalet produces base Revenue (urban higher than rural)
- Modified by: Development projects, taxation policy, unrest, trade access
- Collected by: Defterdar (may embezzle if disloyal)

Uses:

- Bureau maintenance (each bureau has operating costs)
- Salaries for functionaries
- Development projects
- Military expenses (Exercises, wars)
- Bribes to increase loyalty
- Plot funding

Scarcity: Revenue is the limiting factor. You cannot enact all reforms simultaneously—must prioritize.

CLOUT

Clout represents political capital: favors, connections, influence, informal authority.

Income:

- **Sultan:** 3 Clout/turn (base)
- **Pashas:** 3 Clout/turn (expected to spend 1 on bureau operations)
- **Beys:** 2 Clout/turn (expected to spend 1 on Eyalet administration)
- **Effendis:** 2 Clout/turn (no obligations)
- **Grand Mufti (before Sultan-Caliph):** Modified by reforms

Uses:

- Backing Plots and Plays (political schemes)
- Building coalitions for laws
- Pressuring other officials

- Investigations
- General political maneuvering

Spending on Obligations: Pashas/Beys expected to spend 1 Clout on their duties. If they don't (to save Clout for plots), their bureau/Eyalet underperforms, creating complications that implicate them for mismanagement.

Clout Penalty: Ending turn at 0 Revenue reduces Clout income by 1 next turn (can't maintain social networks when broke).

MANPOWER

Manpower represents military recruits from each Eyalet.

Control:

- Manpower given directly to Bey as personal levy
- Serasker can requisition Bey levies for state defense
- If Standing Army Reform enacted, centralized manpower pool created

Quality: Manpower has Quality rating (1-10) based on training and equipment (see War Resolution).

LOYALTY

Loyalty (0-10) represents how much characters trust and support the Sultan. Affects report honesty, bureau performance, plot participation.

THE TURN STRUCTURE

Each turn represents **one month**.

PHASE 1: THE GAZETTE

The player receives a two-page newspaper.

FOREIGN PAGE:

Reports international events tracking major storylines:

Early Game (Turns 1-30):

- Routine diplomatic news
- Building tension in Brest-Lyonesse (pre-July Revolution)
- Gwaelod domestic politics (reform agitation)
- Slaikan border incidents

- Irmonic League squabbles

Mid-Game (Turns 30-50):

- **Brest-Lyonesse July Revolution (Turn 40-45):** Day-by-day coverage, outcome depends partly on player influence
- **Gwaelod Reform Crisis (Turn 35-40):** Parliament reform struggle
- Slaikan military exercises (increasing frequency)
- Irmonic League political changes

Late Game (Turns 70-80):

- **Irmonic League Springtime of Peoples:** Revolutionary wave, unification movements
- Slaikan preparation for war (buildup visible)
- Great Power maneuvering around Devlet
- Economic crises, trade disruptions

If Nothing Major: Boilerplate news (trade reports, diplomatic exchanges, naval developments, minor incidents)

DOMESTIC PAGE:

Reports on internal Devlet affairs—**this is where you detect lies.**

What It Reports:

- Overall state of empire (Unrest by region)
- Economic conditions (Revenue trends)
- Major events (revolts, celebrations, reforms enacted)
- Public opinion on Sultan's policies
- Factional activities (if press free)

Censored Gazette (Default): Bland, positive spin on everything.

Free Press Gazette (After End Press Censorship): Critical reporting, opposition voices, scandals exposed.

Detecting Dishonesty:

If Divan members are disloyal, their reports may contradict the Gazette or reality:

- Gazette: "Treasury reports record revenues"
- Your actual Revenue: Lower than expected
- **Discrepancy = Defterdar embezzling**

Or:

- Gazette: "Capital remains peaceful"
- Later discover plot was brewing
- **Discrepancy = Grand Eyüp hiding information**

PHASE 2: THE DIVAN SESSION

A. Grand Vizier's Opening Report

The Grand Vizier (Claude) summarizes state of affairs:

- Defterdar's revenue report
- Serasker's military status
- Pasha of Peace's diplomatic developments
- Grand Eyüp's intelligence
- Grand Mufti's religious developments
- Capitoline Bey's capital status
- Eyalet changes (unrest, revenue, Bey loyalty)
- Urgent matters requiring attention

B. Consulting Individual Divan Members

Player can speak with any Divan member:

Ask about reports: "Explain these revenue figures" **Gauge loyalty:** "What do you think of the Grand Mufti's recent fatwa?" **Discuss policies:** "How would banking reform affect the treasury?" **Offer bribes:** "I'm granting you 2 Revenue this turn" **Make threats:** "I'm aware of discrepancies..." **Request actions:** "Pressure the Serasker to support reform"

Each responds according to personality, loyalty, interests.

High Loyalty:

- Honest reports
- Proactive advice
- "Your Majesty, I must warn you..."
- Will pressure others on your behalf

Neutral:

- Professional, minimal
- Does job, nothing extra

Low Loyalty:

- Evasive or hostile
- May refuse requests
- "I serve the state, not personal whims"
- Likely plotting

Pressure Mechanics:

Player can ask Divan members to influence each other. Success depends on loyalty and ideological alignment.

C. Law Proposals

Grand Vizier presents available laws with:

- Mechanical effects
- Faction responses
- Foreign reactions
- Costs
- Prerequisites
- Risks

Player chooses which to enact.

For Tanzimats (Major Reforms):

Grand Vizier provides detailed warning of all consequences and asks for confirmation.

D. Addressing Plots and Crises

If Secret Police discovered plot, Grand Vizier presents details and options:

- Investigate further
- Arrest participants
- Ignore
- Counter-plot
- Pardon

E. Player-Initiated Actions

Player can propose anything:

- Dismiss/appoint officials
- Send secret messages
- Arrange "accidents"
- Negotiate with factions

Grand Vizier responds with feasibility, costs, risks.

PHASE 3: THE FREE PHASE

Events occur based on player decisions and ongoing situations.

A. Factional Activity

Factions respond to your decisions with public statements, demonstrations, organizing.

B. Bey Responses

Beys react based on their interests—sending thanks, complaints, changing loyalty.

C. Foreign Power Reactions

Ambassadors act based on policies—requesting audiences, offering deals, issuing protests.

D. Plot Resolution

Ongoing plots reach next stage or conclude.

E. Random Events

Occasional events based on context (disease outbreaks, merchant disputes, natural disasters, officer distinguishing himself).

F. Crisis Events

Major events demanding immediate response:

Revolt Breaks Out: Eyalet rises in rebellion. Player must decide: send military, negotiate, seek foreign help, or let it burn.

Coup Attempt: Divan member/Effendi launches coup. Scramble to determine who's loyal.

PHASE 4: TURN END

A. Resource Collection

- Revenue collected from Eyalets (minus embezzlement)
- Clout income for Sultan and functionaries
- Costs deducted

B. Status Update

Grand Vizier summarizes:

- Treasury status
- Significant changes
- Ongoing situations
- Warnings
- Available actions next turn

PLOTTING MECHANICS

Plots are secret schemes to achieve goals when open politics won't work.

PLOT STRUCTURE

Mastermind: Initiator who directs the plot (hidden) **Backers:** Supporters who contribute resources (partially hidden) **Target:** Person, institution, or policy being affected **Vector:** Method or vulnerability being exploited **Goal:** What the plot aims to achieve

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PLOT FORMATION

AI Characters initiate plots when:

- Goals are blocked
- Loyalty is low
- Faction demands action

Example Triggers:

- Sheikh Ibrahim at 3/10 loyalty after Separation of Church and State → plots to depose Sultan
- Dimitrios (Slaikan agent) → plots to provoke Chrysiot uprising
- Colonel Ismail if reform blocked → plots Young Officers coup
- Disloyal Defterdar → plots embezzlement

Player can initiate plots through:

- Grand Vizier (political schemes)
- Grand Eyüp (dirty work—assassination, blackmail)
- Loyal officials

PLOT CLOUT COST

GM calculates cost based on:

Base Difficulty:

- Simple (bribe official): 3 Clout
- Moderate (block law, local unrest): 5 Clout
- Complex (assassination, coup): 8-10 Clout
- Extreme (civil war, foreign invasion): 15+ Clout

Modifiers:

- Good Vector: -2 Clout
- No Vector: +2 Clout
- Target vigilant: +1-3 Clout
- Secret Police investigating: +2 Clout
- Foreign backing: -3 Clout

Mastermind + Backers must invest total Clout Cost.

SUCCESS CHECK

Base Success: 70%

Negative Modifiers:

- Secret Police investigating faction: -5%

- Secret Police investigating individual: -10%
- Mastermind neglected duties: -10%
- Mastermind at 0 Clout: -5%
- Backer targeted by other plot: -5%
- Mastermind targeted by other plot: -10%

Positive Modifiers:

- Mastermind invests Revenue (per 20% of cost): +5%
- Foreign ambassador backing: +5%
- Secret Police underfunded: +10%
- Excellent vector: +5%

Roll determines success/failure.

DETECTION CHECK

Separate from success—determines if plot is discovered.

Base Detection: 30%

Increases with:

- Number of Backers: +5% each beyond first
- Secret Police investigating faction: +10%
- Secret Police investigating individual: +20%
- No Vector: +10%
- Grand scale: +10-20%

Decreases with:

- Mastermind invested Revenue: -10%
- Excellent vector: -5%
- Secret Police underfunded: -10%

EXPOSURE

If detected, some Backers exposed (not necessarily all, not necessarily Mastermind).

Exposure Roll: 50% base chance per participant

- +10% if Secret Police investigating them
- -10% if they invested Revenue

Scapegoat Mechanic:

- Mastermind can pre-designate loyal Backer as Scapegoat
- Or exposed Backer can claim to be Mastermind (gamble for prestige)

CONSEQUENCES OF EXPOSURE

For Pashas:

- Force resignation → become Effendi
- Imprisonment (removed 1-3 turns)
- Execution (removed permanently)
- Pardon (gain faction loyalty, look weak)

For Beys:

- Strip Eyalet → become Effendi
- Confiscate wealth
- Imprisonment/execution
- If unpunished: Other Beys lose loyalty

For Effendis:

- Exile (removed until reintroduced)
- Imprisonment/execution
- Becomes martyr if executed

For Ambassadors:

- Diplomatic crisis
- Expulsion
- Proof of meddling (propaganda value)

Political Consequences:

- Victim's faction gains Powerbase
- Mastermind's faction loses Powerbase (or gains if proud)
- Foreign powers react
- Characters reassess loyalties

INVESTIGATING PLOTS

Player can order:

Investigate Faction (1 Revenue/turn):

- Reveals general activities
- +10% detection for that faction's plots

Investigate Individual (1 Revenue/turn):

- Deep surveillance
- +20% detection for their plots

- Reveals Clout expenditure categories
- Catches foreign meetings

Investigate Discovered Plot (1-3 Revenue):

- Identify Mastermind
- Identify unexposed Backers
- Clear false Scapegoat
- Takes 1-3 turns

Counter-Plot:

- Plot to disrupt enemy plot
- Risky but effective

PLOT EXAMPLES

EXAMPLE 1: ASSASSINATION PLOT (AI-INITIATED, HIDDEN)

Context: Turn 22. Sultan enacted Separation of Church and State. Grand Mufti Sheikh Ibrahim forced to resign. Reactionaries furious.

Behind the Scenes:

Mastermind: Sheikh Yusuf al-Qadir (Reactionary Leader) **Target:** Kemal Efendi (Defterdar, architect of secular reforms) **Vector:** Palace servant with access (motivated by religious grievance) **Goal:** Assassinate Kemal Efendi to collapse economic modernization **Backers:** Sheikh Ibrahim (1 Clout), Bey of Savund (1 Clout), Bey of Birla (1 Clout), Slaikan Ambassador (1 Clout, covert)

Clout Cost: 8 (assassination) -2 (insider access) +1 (target vigilant) = 7 Clout

Sheikh Yusuf: 2 Clout + 1 Revenue invested Backers: 4 Clout Total: 7 Clout

Success Check: 70% base +5% (Revenue) +5% (Slaikan) = 80% [Roll: 67 - SUCCESS]

Detection Check: 30% base +20% (5 backers) -10% (Revenue) = 40% [Roll: 63 - NOT DETECTED]

Turn 23 - What Player Sees:

GAZETTE: "TRAGIC LOSS: DEFTERDAR KEMAL EFENDI DIES SUDDENLY Palace physicians report heart seizure."

DIVAN SESSION:

Grand Vizier: "Your Majesty, Kemal Efendi is dead. Physicians say heart failure. However... I find this suspicious. He was in excellent health. I recommend investigation."

Player Options:

Option A: Accept natural death Plot succeeds completely, never detected. Reactionaries celebrate secretly.

Option B: Order investigation (2 Revenue, 2 turns)

Turn 24: Grand Eyüp discovers poison evidence.

Turn 25: Investigation exposes Abdul (poisoner) and financial evidence linking Bey of Savund, Bey of Birla, and Slaikan embassy. Cannot definitively prove Mastermind, but suspects Sheikh Yusuf or Sheikh Ibrahim.

Player Decision:

1. Execute Beys on circumstantial evidence (they claim innocence, rural Beys lose loyalty, martyrdom effect)
2. Continue investigating (may never find proof, costs ongoing)
3. Execute only Abdul (pragmatic, but conspirators escape)

Long-term: If Mastermind escapes, he's emboldened and plots again.

EXAMPLE 2: PLAYER-INITIATED EXPOSURE PLOT

Context: Turn 30. Slaikan Ambassador funding separatists. Player wants to expose him publicly.

DIVAN SESSION:

Player: "I want to expose the Slaikan Ambassador's activities. We have proof he's funding separatists."

Grand Vizier: "Your Majesty proposes a plot. Let me outline:

Option 1: Exposure Plot

- Mastermind: Grand Eyüp (has evidence)
- Method: Leak documents to newspapers (requires free press)
- Cost: 2 Clout
- Success: Ambassador humiliated, diplomatic crisis, moral high ground
- Risk: If detected, Slaika claims forgery"

Player: "Proceed with Option 1. Can we get Tahir Bey (Progressive leader) to back this? He has newspaper influence."

Grand Vizier: "Excellent suggestion. Tahir Bey eagerly agrees.

Plot structure:

- Mastermind: Hasan Bey (2 Clout)
- Backer: Tahir Bey (1 Clout)
- Total: 3 Clout (exceeds 2 cost)

Success: 70% base +10% (evidence) +5% (newspapers) = 85% Detection: 30% base +5% (1 backer) = 35%

Shall I proceed?"

Player: "Yes."

Turn 31 - Results:

[Success: 42 - SUCCESS] [Detection: 71 - NOT DETECTED]

GAZETTE: "SLAIKAN SCANDAL: DOCUMENTS REVEAL EMBASSY FUNDED SEPARATISTS Financial records prove Slaikan Embassy covertly funded Chrysiot separatists. Ambassador Volkonsky denies knowledge, claims forgery. Banking experts confirm authenticity."

Effects:

- Slaikan credibility destroyed
- Separatists lose 4 Powerbase (exposed as foreign puppets)
- All factions +1 loyalty (nationalist rally)
- Gwaelod/Brest congratulate you
- Slaikan Ambassador cornered

Slaikan Response (Turn 32):

Slaika backs down. Recalls Ambassador Volkonsky ("acted beyond authority"). Implicit admission of guilt. No apology. Warning: "We retain our role as protector of Orthodox Christians."

Net Result:

- Diplomatic victory
- Separatism crippled
- Prestige increased
- BUT: Slaika now more hostile long-term

EXAMPLE 3: MULTI-FACTION ELECTORAL PLOTS

Context: Turn 45. His Majesty's Parliament enacted. Elections scheduled Turn 47. Multiple factions plotting simultaneously.

Behind the Scenes (Hidden):

PLOT A - Reactionary Electoral Fraud:

- Mastermind: Sheikh Yusuf
- Goal: Stuff ballots in rural Eyalets
- Vector: Reactionary Beys control vote counting
- Backers: Bey of Savund, Bey of Birla, Bey of Amoghuz, Sheikh Ibrahim
- Cost: 6 Clout
- Success: 75%

PLOT B - Progressive Bribery:

- Mastermind: Tahir Bey
- Goal: Bribe urban vote counters
- Vector: Urban officials can be bought
- Backers: Gwaelod Ambassador (covert), urban Effendis
- Cost: 5 Clout
- Success: 70%

PLOT C - Slaikan Disruption:

- Mastermind: New Slaikan Ambassador
- Goal: Create chaos in Eastern Church Eyalets
- Vector: Fund riots
- Backers: Dimitrios, separatists, Slaikan intelligence
- Cost: 7 Clout
- Success: 65%

Turn 46 - Grand Eyüp Reports:

"Your Majesty, I detect suspicious activities before the election:

1. Unusual financial movements among rural Reactionary Beys (suspected fraud)
2. Gwaelod Ambassador meeting with Progressives, money changing hands (suspected bribery)
3. Agitators in Nikolbaye/Bantasölü (suspected Slaikan disruption)

Options:

1. Postpone election (looks weak)
2. Investigate all (6 Revenue, may not finish in time)
3. Focus on one (2 Revenue, likely catch it)
4. Let it proceed, deal with fraud after
5. Deploy military oversight (clean election, authoritarian optics)"

Player Chooses Option 4 (Let It Proceed):

Turn 47 - Election:

[Plot A - Reactionary Fraud: Roll 52 - SUCCESS] [Plot B - Progressive Bribery: Roll 81 - FAILURE] [Plot C - Slaikan Disruption: Roll 31 - SUCCESS, Detection Roll 22 - DETECTED]

GAZETTE:

"FIRST PARLIAMENTARY ELECTION MARRED BY VIOLENCE

Historic vote proceeds despite unrest in Eastern provinces. Riots erupted in Nikolbaye and Bantasölü as voters attempted to reach polling places. Unknown agitators threw stones, started fires, attacked election officials. In Nikolbaye, violence forced closure of several polling stations, suppressing turnout by approximately 30%.

Authorities arrested several rioters. Under interrogation, some admitted to being paid to cause chaos, though they claim not to know by whom.

ELECTION RESULTS (with fraud):

- Conservatives: 40% (urban moderate coalition)
- Reactionaries: 35% (rural Divine Rites support - inflated by fraud)
- Progressives: 20% (urban reform coalition - lower than expected due to failed bribery and Eastern Church disruption)
- Separatists: 5% (suppressed by violence in their strongholds)

Conservative leader Mirza Kemal is likely to become Prime Minister."

DIVAN SESSION:

Grand Eyüp's Full Report:

"Your Majesty, the election has concluded with serious irregularities.

Slaikan Plot - DETECTED:

I have proof of foreign interference. Rioters in Nikolbaye and Bantasölü were paid by intermediaries linked to the Slaikan Embassy. I have confessions and financial evidence. The new Slaikan Ambassador orchestrated this to suppress the Eastern Church vote and discredit our democratic process.

Reactionary Fraud - SUCCESS BUT EVIDENCE EXISTS:

I have concerning reports from rural provinces. Vote totals in Savund, Birla, and Amoghuz are statistically impossible. In Savund, supposedly 95% voted Reactionary with 98% turnout. These numbers are absurd. The Bey of Savund clearly stuffed ballot boxes. I have no direct proof of coordination, but three provinces showing identical patterns suggests a plot.

Progressive Bribery - FAILED:

The Progressives attempted to bribe vote counters in Kahvandar and Efaniya, but the officials reported the bribes to me. The Progressive plot failed, which partly explains their lower-than-expected vote share.

SUMMARY:

All three major factions attempted to cheat.

- Reactionaries succeeded (gained ~10% through fraud)
- Progressives failed (lost opportunity)
- Slaika succeeded in disruption but was detected

Actual Legitimate Results (if all fraud removed):

- Conservatives: 42%
- Reactionaries: 25% (not 35%)

- Progressives: 25% (would have been higher if Eastern Church areas not disrupted)
- Separatists: 8% (would have been higher without Slaikan riots)

Your Majesty must decide:

Option 1: Accept fraudulent results. Conservatives win legitimately, but Reactionaries get more seats than they deserve. Quick, stable, but illegitimate.

Option 2: Expose all fraud, nullify results, hold new election. Clean, but chaos and delays.

Option 3: Selectively expose only Slaikan interference, ignore domestic fraud. Diplomatic win, but corrupt precedent.

Option 4: Privately pressure Reactionary Beys to confess and reduce claimed seats voluntarily. Negotiate behind scenes.

What is Your Majesty's command?"

If Player Chooses Option 2 (Expose Everything):

"Your Majesty orders full transparency.

Consequences:

- Slaikan plot exposed → diplomatic crisis, moral high ground
- Reactionary fraud exposed → Beys of Savund, Birla, Amoghuz face consequences, Reactionaries lose legitimacy
- Progressive bribery attempt exposed → Tahir Bey embarrassed, Progressives lose credibility
- New election scheduled for Turn 49
- All factions lose faith in democratic process (everyone caught cheating)
- Gwaelod disappointed (democratic experiment struggling)
- BUT: You establish that fraud will not be tolerated, precedent for clean elections

The second election, held under heavy scrutiny, produces:

- Conservatives: 42 seats
- Progressives: 28 seats
- Reactionaries: 22 seats
- Separatists: 8 seats

Conservative-Progressive coalition government forms. Public cynicism about Parliament has increased, but the institution survives."

This concludes the three plot examples, demonstrating hidden AI plots, player-initiated plots, and complex multi-faction plotting.

THE LAWS AND TANZIMATS

Laws are reforms that transform the Devlet. Each category has four reforms on both modernizing and traditional tracks.

RELIGIOUS AFFAIRS

MODERNIZING TRACK

1. State Madrassas *"Religious education must serve the state, not rival it."*

Mechanical Effects:

- Cost: 3 Revenue initial, 1 Revenue/turn maintenance
- Sultan can appoint Grand Mufti from broader pool (not just traditional ulema)
- Grand Mufti: -1 Clout income
- All Divine Rites Eyalets: -1 Unrest
- Creates state-trained ulema over 3-4 turns

Narrative Consequences: Current Grand Mufti (Sheikh Ibrahim) becomes hostile unless already very loyal. Traditional ulema view this as state interference in faith. Creates new class of state-trained religious scholars loyal to Sultan. Foreign powers: Brest-Lyonesse approves (orderly religion), Slaika neutral, Gwaelod cautiously positive.

Faction Effects:

- Reactionaries: +2 Powerbase (initially see as state support for religion)
- Conservatives: +1 Powerbase (stability through institutions)
- Progressives: Neutral

Divan Reactions:

- Sheikh Ibrahim: Hostile unless loyalty very high (-1 loyalty)
- Kemal Efendi: Positive (+1 loyalty)
- Ayşe Sultana: Positive (shows state capacity)
- Hasan Bey: Positive (easier to monitor)

Long-term: Opens path to either Sultan-Caliph OR Separation of Church and State

---

2. Jizya Abolition *"All subjects of the Sultan are equal before the law and treasury."*

Mechanical Effects:

- All Eastern Church Eyalets: -2 Unrest immediately
- All Eastern Church Eyalets: -1 Revenue permanently (7 Eyalets = -7 Revenue total)
- All Divine Rites Eyalets: +1 Unrest
- Separatists: -3 Powerbase

- Progressives: +2 Powerbase

Narrative Consequences: Symbolic milestone toward secular citizenship. Religious conservatives see it as abandoning Islam's primacy. Minority populations celebrate but wonder if it's genuine. Creates precedent for further equal rights reforms.

Foreign Power Reactions:

- Slaika: Angry (removes pretext but also makes you less legitimate target)
- Brest-Lyonesse: Approves
- Gwaelod: Strongly approves
- Irmonic League: Mixed

Faction Effects:

- Reactionaries: +4 Powerbase (rallying cry)
- Conservatives: -1 Powerbase
- Progressives: +3 Powerbase
- Separatists: Lose Powerbase but don't become loyal yet

Divan Reactions:

- Sheikh Ibrahim: Furious (-2 loyalty). Will issue fatwa unless Sultan-Caliph already enacted
- Rıza Pasha: Neutral to positive (simplifies recruitment)
- Kemal Efendi: Very positive (+2 loyalty)
- Ayşe Sultana: Positive (reduces foreign pressure)

Interactions:

- If before State Madrassas: Sheikh Ibrahim will try to veto
- If after Sultan-Caliph: No religious pushback
- If during Slaikan crisis: Removes their moral justification

---

3. Establish State Patriarchate *"The Eastern Church shall have its own hierarchy, answerable to the Sultan."*

Mechanical Effects:

- Cost: 2 Revenue to establish
- Eastern Church Eyalets: -1 Unrest
- Creates "Patriarch" position (you appoint)
- Grand Mufti: -1 Clout income permanently
- Blocks Slaikan "protector of Orthodox" intervention IF total Eastern Church Unrest below 10

Narrative Consequences: Creates institutional competitor to Grand Mufti. Eastern Church populations see it as recognition but also state control. Traditional ulema view it as equal status for heretics. Patriarch becomes new political player.

Foreign Power Reactions:

- Slaika: Furious (co-opting "their" sphere). Hostility +2 levels
- Brest-Lyonesse: Approves
- Gwaelod: Neutral

Faction Effects:

- Reactionaries: +3 Powerbase
- Conservatives: -1 Powerbase
- Progressives: +1 Powerbase
- Separatists: -2 Powerbase (grievances addressed) but +1 Powerbase (legitimizes separate identity)

Divan Reactions:

- Sheikh Ibrahim: Very hostile (-2 loyalty)
- Others mostly neutral

Strategic Use: Best when planning to resist Slaikan pressure. Can appoint loyal vs. separatist-leaning Patriarchs.

---

4. TANZIMAT: Separation of Church and State *"The laws of man and the laws of God serve different purposes."*

Mechanical Effects:

- Grand Mufti loses veto power over laws
- Grand Mufti loses censure power over functionaries
- Sultan gains censure power (except over Grand Vizier)
- All Eastern Church Eyalets: -2 Unrest
- All Divine Rites Eyalets: +2 Unrest
- Disables all religious-basis laws (jizya, religious recruitment, etc.)
- Progressives: +5 Powerbase
- Reactionaries: +8 Powerbase (massive backlash)

Narrative Consequences: Revolutionary change to state foundations. Sheikh Ibrahim will resign or be dismissed. Creates permanent enemy in traditional religious establishment. Point of no return for secular path.

Foreign Power Reactions:

- Slaika: Extremely hostile
- Brest-Lyonesse: Mixed (positive post-July Revolution, negative pre-revolution)
- Gwaelod: Extremely positive, offers major loans
- Irmonic League: Mixed by faction

Divan Reactions:

- Sheikh Ibrahim: Resigns or must be dismissed (-5 loyalty, will lead opposition)

- Rıza Pasha: Positive (+1 loyalty)
- Kemal Efendi: Very positive (+2 loyalty)
- Ayşe Sultana: Concerned (Slaikan reaction)
- Hasan Bey: Positive (easier to control opposition)

Prerequisites:

- Should have State Madrassas first
- Should have strong Secret Police
- Should have foreign ally lined up

Follow-up Consequences (3-5 turns): Either Reactionary uprising in Divine Rites rural Eyalets OR economic boom from Gwaelod investment. New "Secular Faction" emerges.

TRADITIONAL TRACK

1. Expand Madrassa Funding *"The faith shall be the foundation of our strength."*

Mechanical Effects:

- Cost: 2 Revenue/turn
- All Divine Rites Eyalets: -1 Unrest
- Grand Mufti: +1 Clout income, +1 Loyalty
- Reactionaries: +2 Powerbase
- Creates additional traditional ulema over 3-4 turns
- Progressives: -1 Powerbase

Narrative Consequences: Demonstrates Sultan's commitment to faith. Strengthens traditional religious networks. Creates class of religious scholars indebted to Sultan's patronage. Villages gain religious education.

Foreign Power Reactions:

- Slaika: Neutral to positive
- Brest-Lyonesse: Neutral
- Gwaelod: Negative (backwards investment)

Faction Effects:

- Reactionaries: +2 Powerbase
- Conservatives: +1 Powerbase
- Progressives: -1 Powerbase

Divan Reactions:

- Sheikh Ibrahim: Very positive (+2 loyalty)
- Rıza Pasha: Concerned (military needs engineers, not theologians)
- Kemal Efendi: Negative (economic waste)

Long-term: Stepping stone to Sultan-Caliph. Religious scholars become loyal cadre.

---

2. Codify Religious Courts *"Sharia shall be the supreme law, administered by worthy scholars."*

Mechanical Effects:

- Cost: 2 Revenue initial, 1 Revenue/turn maintenance
- All Divine Rites Eyalets: -1 Unrest
- All Eastern Church Eyalets: +1 Unrest
- Grand Mufti: +2 Loyalty, +1 Clout income
- Creates formal religious court system
- Reactionaries: +3 Powerbase
- Progressives: -2 Powerbase

Narrative Consequences: Formalizes religious law as primary legal framework. Creates career path for ulema. Non-Muslims subject to Islamic law. Makes secularization harder.

Foreign Power Reactions:

- Brest-Lyonesse: Negative
- Gwaelod: Very negative
- Irmonic League: Mixed

Divan Reactions:

- Sheikh Ibrahim: Extremely positive (+3 loyalty)
- Kemal Efendi: Very negative (-2 loyalty, commercial law needs rationalization)
- Ayşe Sultana: Very concerned (European powers demand legal protections)

Interactions: Conflicts with Separation of Church and State. If enacted, Gwaelod will demand extraterritorial courts.

---

3. Institute Moral Enforcement *"The faithful shall live according to divine law, and the state shall ensure it."*

Mechanical Effects:

- Cost: 1 Revenue/turn (moral police)
- All Divine Rites Eyalets: -2 Unrest
- All Eastern Church Eyalets: +2 Unrest
- All Urban Eyalets: +1 Unrest
- Grand Mufti: +2 Loyalty
- Reactionaries: +4 Powerbase
- Progressives: -3 Powerbase
- Conservatives: -1 Powerbase
- Separatists: +3 Powerbase

Narrative Consequences: Creates religious police enforcing Islamic law. Public morality becomes state concern. Urban culture changes dramatically. Foreign merchants complain. Non-Muslims face daily harassment.

Foreign Power Reactions:

- Slaika: Positive but persecuting Christians is pretext
- Brest-Lyonesse: Negative
- Gwaelod: Very negative

Divan Reactions:

- Sheikh Ibrahim: Very positive (+3 loyalty)
- Kemal Efendi: Very negative (-2 loyalty, economic disaster)
- Ayşe Sultana: Very negative (-2 loyalty, diplomatic catastrophe)

Risk: Major urban unrest, economic decline, Slaika uses "persecution" as war pretext, brain drain.

---

4. TANZIMAT: Sultan-Caliph *"The Sultan is the Shadow of God on Earth, Commander of the Faithful, Defender of the Holy Cities."*

Mechanical Effects:

- Dismisses current Grand Mufti automatically
- Sultan absorbs all Grand Mufti powers (veto, censure, fatwa, jihad)
- All Divine Rites Eyalets: -3 Unrest
- All Eastern Church Eyalets: +3 Unrest
- Reactionaries: -5 Powerbase (co-opted into state)
- Separatists: +5 Powerbase
- Sultan: +2 Clout income
- Enables "Call to Jihad" mechanic

Narrative Consequences: Declares Sultan as supreme religious AND political authority. Traditional ulema become state functionaries. Religious legitimacy replaces bureaucratic legitimacy. Closes secular reform path permanently.

Foreign Power Reactions:

- Slaika: Positive (religious) but territorial ambitions unchanged
- Brest-Lyonesse: Negative
- Gwaelod: Very negative
- Irmonic League: Mixed

Divan Reactions:

- Sheikh Ibrahim: Forced out (-5 loyalty). May accept subordinate role or lead rebellion
- Rıza Pasha: Concerned (-1 loyalty)
- Kemal Efendi: Very concerned (-2 loyalty)

- Ayşe Sultana: Very concerned (-2 loyalty)

"Call to Jihad" Mechanic: Once per game against foreign invader. All Divine Rites Eyalets provide extra Manpower (volunteers). These troops fight fanatically (+2 Quality defensively). After war, volunteers become political force demanding continued religious purification. Eastern Church Eyalets immediately revolt.

Victory Path: Create unified religious empire. Must either expel/convert/grant autonomy to Eastern Church populations. Economic development through traditional means. Final challenge: Slaikan invasion defeated through Jihad.

MILITARY AFFAIRS

MODERNIZING TRACK

1. Foreign Military Advisors *"We shall learn the arts of war from those who have mastered them."*

Mechanical Effects:

- Cost: 2 Revenue/turn
- Must choose: Gwaelod, Brest-Lyonesse, or Irmonic League
- Military quality slowly increases over 5 turns
- Officer corps learns modern tactics
- Chosen power gains influence (+1 diplomatic weight)

Narrative Consequences: Foreign officers arrive at military academies. Young officers sent abroad. Traditional military culture shifts. Creates "modernizing officers" faction.

Choice Consequences:

- **Gwaelod Mission:** Best tactical training, pushes political reforms. Officers return as liberals.
- **Brest-Lyonesse Mission:** Excellent combined arms, fewer political strings. Professional soldier culture.
- **Irmonic League Mission:** Superior staff training. Preutzen-style discipline.

Divan Reactions:

- Rıza Pasha: Positive (+1 loyalty)
- Sheikh Ibrahim: Negative (infidel influence)

---

2. Military Academy Expansion *"Officers shall be trained in science and tactics, not merely inherited privilege."*

Mechanical Effects:

- Cost: 3 Revenue initial, 1 Revenue/turn maintenance
- Requires Foreign Military Advisors first

- Meritocratic officer selection begins
- Military quality increases
- Creates "Academy Officers" faction
- Progressives: +2 Powerbase

Narrative Consequences: Professional military education system. Some commoners can become officers. Traditional Bey-appointed officers threatened. Generational divide in officer corps.

Divan Reactions:

- Rıza Pasha: Very positive (+2 loyalty)
- Mehmet Pasha: Concerned (traditional families losing monopoly)

Long-term: Over 10 turns, officer corps becomes professional. Academy officers may develop political consciousness (Young Officers movement).

---

3. Western Model Army *"Prussian drill, Gwaelod logistics, Brest élan - we shall learn from them all."*

Mechanical Effects:

- Cost: 5 Revenue to implement, +1 Revenue per Exercise
- Requires: Foreign Military Advisors + Military Academy
- Exercise effectiveness: +1 Clout in Diplomatic Plays
- Military quality increases significantly (to 8-9 range)
- Training: 4 turns for full effectiveness

Narrative Consequences: Visible military transformation. European-style uniforms. Drill and discipline replace warrior culture. Traditional warriors feel obsolete.

Faction Effects:

- Reactionaries: +3 Powerbase (foreign corruption)
- Progressives: +3 Powerbase

Divan Reactions:

- Rıza Pasha: Extremely positive (+3 loyalty)
- Sheikh Ibrahim: Very negative

Long-term: Westernized officers may form "Young Officers" demanding political reforms.

---

4. TANZIMAT: Standing Army Reform *"Levies belong to the state, not to the lords who raise them."*

Mechanical Effects:

- All centrally-raised levies loyal to Sultan (not Serasker)
- Serasker cannot join civil war against Sultan
- Sultan's Janissaries: Reduced by 50%
- Bey personal levies: Reduced by 30%

- Professional state army created
- Cost: 3 Revenue/turn maintenance

Narrative Consequences: Abolishes Janissary Corps. Beys lose primary power base. Military becomes state institution. Risk of Janissary revolt during transition.

Implementation Crisis: Turn enacted: 60% chance of Janissary Revolt in capital. Must suppress with Bey levies or foreign help. Beys may refuse orders.

Prerequisites:

- Western Model Army (modern troops to replace Janissaries)
- High Serasker loyalty
- Secret Police prepared
- NOT in foreign crisis

Long-term: Can survive Serasker disloyalty. Military serves state. Essential for modern warfare.

TRADITIONAL TRACK

1. Expand Bey Levies *"The strength of the Devlet lies in the loyalty of its provincial lords."*

Mechanical Effects:

- All Beys: +1 Loyalty initially
- Each Bey's personal levy: +20%
- Total manpower increases
- Military remains decentralized
- Cost: None (Beys fund own levies)

Narrative Consequences: Strengthens feudal military. Beys more autonomous. Traditional warrior culture reinforced. If Beys disloyal, more dangerous.

Faction Effects:

- Conservatives: +3 Powerbase
- Reactionaries: +2 Powerbase
- Progressives: -2 Powerbase

Divan Reactions:

- Rıza Pasha: Negative (-1 loyalty, strengthens rivals)

Risk: Empowers potential rebels. Cannot compete with modern armies.

---

2. Religious Military Orders *"The faithful warriors shall defend the realm as their ancestors did."*

Mechanical Effects:

- Cost: 2 Revenue/turn
- Creates religious military units (ghazi/akıncı tradition)
- Divine Rites Eyalets contribute additional manpower (volunteers)
- Units fight better defending Muslim lands (+2 Quality)
- Grand Mufti: +2 Loyalty
- Reactionaries: +3 Powerbase

Narrative Consequences: Revives Islamic military traditions. Warriors motivated by faith. Religious authorities gain military wing. Jihad becomes credible.

Foreign Power Reactions:

- Slaika: Concerned
- Gwaelod: Very negative

Divan Reactions:

- Sheikh Ibrahim: Very positive (+3 loyalty)
- Rıza Pasha: Very concerned (-2 loyalty, religious authority undermines command)

Long-term: Religious warriors become political force. May demand continued jihad. Prepares Sultan-Caliph path.

---

3. Fortification of Sacred Sites *"The Holy Cities shall never fall to infidel hands."*

Mechanical Effects:

- Cost: 4 Revenue
- Major fortifications in religiously significant Eyalets
- These Eyalets: +2 defense in battles
- Divine Rites Eyalets: -1 Unrest
- Reactionaries: +2 Powerbase

Narrative Consequences: Shows commitment to defending Islam. Strategic strong points. Religious sites become military bastions.

Divan Reactions:

- Sheikh Ibrahim: Very positive (+2 loyalty)
- Rıza Pasha: Neutral (fortifications useful but location questionable)
- Kemal Efendi: Negative (expensive, economically useless locations)

---

4. TANZIMAT: The Ghazi Restoration *"As our fathers conquered in the name of God, so shall we defend."*

Mechanical Effects:

- Revives traditional warrior class (timar system modernized)

- Grants military fiefs to loyal warriors
- Manpower: +30% (feudal obligation)
- All Divine Rites Eyalets: -2 Unrest
- All Eastern Church Eyalets: +2 Unrest
- Reactionaries: +5 Powerbase
- Progressives: -4 Powerbase
- Cost: -2 Revenue/turn (tax revenue diverted to timar holders)

Narrative Consequences: Restores classical timar system. Warriors receive land grants for military service. Creates landed military aristocracy. Locks in feudal-religious military.

Divan Reactions:

- Sheikh Ibrahim: Extremely positive (+4 loyalty)
- Rıza Pasha: Extremely negative (-4 loyalty, may resign)
- Kemal Efendi: Very negative (-3 loyalty, economic disaster)
- Ayşe Sultana: Very negative (-3 loyalty, diplomatic humiliation)

Victory Path: Relies on quantity over quality. Religious motivation compensates for tactical backwardness. Can win through guerrilla warfare and attrition. Alternative victory: Survive through defensive jihad.

Risk: Cannot compete with modern militaries. Will lose to Slaika in conventional war. Economic drain. Locks out modernization.

ECONOMIC AFFAIRS

MODERNIZING TRACK

1. Commercial Code Reform *"Trade shall be governed by clear law, not caprice and custom."*

Mechanical Effects:

- Cost: 2 Revenue to implement
- All urban Eyalets: +1 Revenue
- Foreign investment becomes possible
- Creates standardized contracts, property rights, bankruptcy law
- Progressives: +2 Powerbase
- Conservatives: +1 Powerbase

Narrative Consequences: Replaces traditional Islamic commercial law with secular code. Predictable legal environment. Foreign merchants feel safer. Traditional guilds lose power.

Foreign Power Reactions:

- Gwaelod: Very positive (+2 relations)
- Brest-Lyonesse: Positive

- Irmonic League: Positive

Divan Reactions:

- Kemal Efendi: Very positive (+2 loyalty)
- Sheikh Ibrahim: Negative (-1 loyalty, secular law)

---

2. Banking Modernization *"Let capital flow where it is most productive, guided by modern finance."*

Mechanical Effects:

- Cost: 3 Revenue initial, 1 Revenue/turn maintenance
- Requires: Commercial Code Reform
- Creates central bank and private banking
- All urban Eyalets: +1 Revenue
- Foreign loans available at better rates
- Enables domestic borrowing
- Progressives: +2 Powerbase

Narrative Consequences: Modern financial system. Interest-bearing loans (conflicts with Islamic law). Banking class emerges. Foreign banks may open branches.

Foreign Power Reactions:

- Gwaelod: Extremely positive (+3 relations)
- Brest-Lyonesse: Positive
- Irmonic League: Very positive

Divan Reactions:

- Kemal Efendi: Extremely positive (+3 loyalty)
- Sheikh Ibrahim: Very negative (-2 loyalty, riba/usury forbidden)

Risk: Foreign banks gain leverage. Debt spiral possible. Financial crashes spread. Islamic opposition.

---

3. Industrialization Support *"The future belongs to the factory, not the field alone."*

Mechanical Effects:

- Cost: 5 Revenue initial, 2 Revenue/turn subsidies
- Requires: Banking Modernization
- Choose focus: Textiles, Metallurgy, or Railways
- Urban Eyalets: +2 Revenue (over 10 turns)
- Rural Eyalets: +1 Unrest (labor migration)
- Creates industrial working class
- Progressives: +3 Powerbase
- May spawn Radicals faction

Narrative Consequences: Factories appear. Rural-urban migration. Traditional crafts decline. Pollution emerges. Working class consciousness develops. Capitalist class gains power.

Industry Choice:

- **Textiles:** Lower cost, faster returns, competes with Gwaelod, large working class
- **Metallurgy:** Higher cost, supports military, heavy pollution, strategic value
- **Railways:** Highest cost, massive economic impact, requires foreign engineers, strategic mobility

Divan Reactions:

- Kemal Efendi: Extremely positive (+3 loyalty)
- Rıza Pasha: Very positive (military-industrial capacity)
- Sheikh Ibrahim: Negative (moral decay of cities)

Risk: Working class radicalization, environmental degradation, competition with established powers, social disruption.

---

4. TANZIMAT: Free Trade and Open Markets *"Let commerce flow freely, and prosperity shall follow."*

Mechanical Effects:

- Eliminates all trade restrictions and tariffs
- All Eyalets: +1 Revenue (cheap imports, export opportunities)
- Foreign goods flood market
- Some domestic industries collapse, some boom
- Gwaelod economic influence: Massive increase
- Progressives: +4 Powerbase
- Conservatives: -2 Powerbase

Narrative Consequences: Full integration into global economy. Gwaelod goods everywhere. Some domestic industries can't compete. Export sectors boom. Economic dependency on global markets.

Foreign Power Reactions:

- Gwaelod: Extremely positive (+5 relations), offers major loans

Divan Reactions:

- Kemal Efendi: Extremely positive (+4 loyalty)
- Rıza Pasha: Concerned (military production dependent on imports)

Risk: Economic sovereignty lost. Vulnerable to foreign coercion. Domestic industry destroyed. Gwaelod can manipulate economy.

TRADITIONAL TRACK

1. Guild Strengthening *"The ancient fraternities shall regulate commerce as they have for centuries."*

Mechanical Effects:

- Cost: 1 Revenue/turn
- All urban Eyalets: -1 Unrest, -1 Revenue
- Protects traditional crafts
- Conservatives: +3 Powerbase
- Reactionaries: +2 Powerbase

Narrative Consequences: Strengthens medieval guild system. Master craftsmen control prices/quality. Limits competition and innovation. Protects traditional artisans.

Foreign Power Reactions:

- Gwaelod: Very negative (protectionism)

Divan Reactions:

- Kemal Efendi: Very negative (-2 loyalty, stagnation)
- Sheikh Ibrahim: Positive (+1 loyalty, traditional commerce)
- Mehmet Pasha: Very positive (+2 loyalty, capital guilds empowered)

---

2. Agricultural Investment *"The land is our wealth; let us cultivate it with wisdom."*

Mechanical Effects:

- Cost: 3 Revenue initial, 1 Revenue/turn
- All rural Eyalets: +1 Revenue (over 5 turns)
- Rural infrastructure: irrigation, roads, granaries
- All rural Eyalets: -1 Unrest
- No industrialization
- Conservatives: +2 Powerbase

Narrative Consequences: Improves traditional agriculture. Rural prosperity without modernization. Village life enhanced. Traditional hierarchy preserved. Food security.

Divan Reactions:

- Kemal Efendi: Negative (inefficient vs. industry)
- Sheikh Ibrahim: Positive (traditional agrarian piety)

---

3. Merchant Marine Development *"Our ships shall carry our goods to distant shores."*

Mechanical Effects:

- Cost: 4 Revenue to build fleet

- Coastal Eyalets: +1 Revenue
- Compete with Gwaelod for trade routes
- Traditional shipbuilding (not steam)
- Conservatives: +2 Powerbase

Narrative Consequences: Traditional sailing ships. Merchants gain autonomy. Trade without foreign intermediaries. Cannot compete with steam navies.

Foreign Power Reactions:

- Gwaelod: Negative (trade competition)

Divan Reactions:

- Kemal Efendi: Positive (economic autonomy)
- Rıza Pasha: Concerned (obsolete vs. steam)

---

4. TANZIMAT: Islamic Economic System *"Commerce shall be guided by divine law and brotherly fairness."*

Mechanical Effects:

- Bans interest (riba) completely
- Establishes profit-sharing instead of loans
- All urban Eyalets: -2 Revenue initially (transition)
- All Divine Rites Eyalets: -2 Unrest
- All Eastern Church Eyalets: +1 Unrest
- Foreign investment: Impossible
- Reactionaries: +6 Powerbase
- Progressives: -4 Powerbase

Narrative Consequences: Rejects Western financial system. Creates Islamic banking alternative. Foreign loans impossible. Economic isolation. Zakāt (wealth tax) enforced.

Foreign Power Reactions:

- Gwaelod: Extremely negative (economic incompatibility)
- Brest-Lyonesse: Very negative

Divan Reactions:

- Sheikh Ibrahim: Extremely positive (+4 loyalty)
- Kemal Efendi: Extremely negative (-4 loyalty, may resign)
- Rıza Pasha: Very concerned (cannot finance modern military)
- Ayşe Sultana: Extremely negative (-3 loyalty, diplomatic isolation)

Victory Path: Economic autarky through religious law. Relies on agricultural base, guild production, regional trade. Survives through low-cost traditional economy.

Risk: Cannot finance modernization. Economic stagnation. Vulnerable to industrial powers. Isolation.

INTERNAL SECURITY

MODERNIZING TRACK

1. Professional Police Force *"Order shall be maintained by trained constables, not arbitrary power."*

Mechanical Effects:

- Cost: 2 Revenue initial, 1 Revenue/turn
- Urban Eyalets: -1 Unrest
- Creates civilian police separate from military
- Progressives: +2 Powerbase
- Reduces Hasan Bey's power

Narrative Consequences: Modern policing replaces traditional watchmen. Police enforce law, not Sultan's will. Professionalization. May develop own institutional interests.

Divan Reactions:

- Hasan Bey: Concerned (-1 loyalty, rival institution)
- Mehmet Pasha: Very positive (capital security)

---

2. Right of Assembly *"Free subjects may gather and speak without fear."*

Mechanical Effects:

- Effendis can transfer up to 3 Clout to other Effendis per turn
- Enables sophisticated factional organization
- Progressives: +3 Powerbase
- Reactionaries: +2 Powerbase (can organize too)
- Secret Police effectiveness: -10%

Narrative Consequences: Civil society forms. Political clubs, salons, discussion groups. Can lead to organized opposition OR support. Public sphere emerges.

Foreign Power Reactions:

- Gwaelod: Very positive (+2 relations)
- Slaika: Negative

Divan Reactions:

- Hasan Bey: Very negative (-2 loyalty)
- Kemal Efendi: Positive

---

3. End Press Censorship *"Truth needs no guardian save itself."*

Mechanical Effects:

- All urban Eyalets: +1 Unrest
- Secret Police cannot edit Gazette
- Public awareness increases
- Progressives: +4 Powerbase
- Random newspaper events (positive and negative)

Narrative Consequences: Independent press emerges. Government scrutinized publicly. Opposition gets platform. Successes also celebrated. Public opinion becomes factor.

Foreign Power Reactions:

- Gwaelod: Very positive (+3 relations)
- Slaika: Very negative

Divan Reactions:

- Hasan Bey: Very negative (-2 loyalty, lost information control)
- All others: Concerned (will be scrutinized)

Random Events:

- "Corruption Scandal" - random official faces crisis
- "Military Victory Celebrated" - unrest reduction
- "Foreign Influence Exposed" - diplomatic incident

---

4. TANZIMAT: Constitutional Rights *"The Sultan's subjects shall have inviolable liberties under law."*

Mechanical Effects:

- Guarantees: Speech, assembly, property, fair trial
- Secret Police: -30% effectiveness
- Cannot imprison without trial
- Progressives: +6 Powerbase
- All Eyalets: +1 Unrest initially, -2 Unrest long-term

Narrative Consequences: Revolutionary transformation to constitutional state. Rule of law supreme. Citizens, not subjects. Courts can challenge government.

Foreign Power Reactions:

- Gwaelod: Extremely positive (+5 relations), major ally now

Divan Reactions:

- Hasan Bey: May resign (-4 loyalty, can't operate)
- Sheikh Ibrahim: Extremely negative (man's law above God's)

- Kemal Efendi: Very positive (property rights)

Prerequisites: Professional Police, Right of Assembly, Free Press, His Majesty's Parliament, Strong foreign ally (Gwaelod)

TRADITIONAL TRACK

1. Enhance Neighborhood Watch *"The faithful shall guard their own communities."*

Mechanical Effects:

- Cost: 1 Revenue/turn
- Divine Rites urban Eyalets: -1 Unrest
- Community-based informal policing
- Reactionaries: +2 Powerbase

Narrative Consequences: Traditional community enforcement. Religious authorities involved. Social conformity enforced. Outsiders scrutinized.

Divan Reactions:

- Sheikh Ibrahim: Positive
- Hasan Bey: Positive (informant network)

---

2. Special Surveillance Laws *"The Secret Police shall watch not just individuals, but movements."*

Mechanical Effects:

- Cost: +1 Revenue/turn
- Secret Police can surveil entire Faction
- Faction plots: +10% detection
- Progressives: -3 Powerbase

Narrative Consequences: Atmosphere of suspicion. Factions become paranoid. May radicalize opposition.

Foreign Power Reactions:

- Gwaelod: Very negative
- Slaika: Neutral (approves order)

Divan Reactions:

- Hasan Bey: Extremely positive (+3 loyalty)

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3. Domestic Espionage *"The Grand Eyüp shall know their intentions before they act."*

Mechanical Effects:

- Cost: +1 Revenue/turn
- Secret Police learns Investigation targets' Clout use categories
- Can see: "Plot", "Play", "Transfer", "Saved"
- Early warning system

Narrative Consequences: Comprehensive surveillance. Chilling effect on politics. Paranoia spreads.

Divan Reactions:

- Hasan Bey: Very positive (+2 loyalty)

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4. TANZIMAT: Reorganization of Internal Security *"The Sultan's eyes shall see all, even without intermediaries."*

Mechanical Effects:

- Sultan controls Investigations directly
- Secret Police budget: +50% (cost +2 Revenue/turn)
- Grand Eyüp loses autonomy
- Detection: +10%
- Hasan Bey may resign

Narrative Consequences: Centralized intelligence under throne. Parallel services possible. Power struggle risk. Absolute surveillance.

Divan Reactions:

- Hasan Bey: Will resign unless extremely loyal (-4 loyalty)

Victory Path: Absolutist endpoint. Total information control. Prevent opposition organizing.

DIPLOMATIC AFFAIRS

MODERNIZING TRACK

1. Professional Diplomats *"Our ambassadors shall serve the state with expertise, not whim."*

Mechanical Effects:

- Cost: +1 Revenue/turn
- Cannot dismiss Diplomats without Sultan/Vizier approval
- Diplomats must publicize Clout use to Pasha of Peace
- Foreign manipulation harder
- Progressives: +2 Powerbase

Divan Reactions:

- Ayşe Sultana: Very positive (+2 loyalty)

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2. Diplomatic Protocol Reform *"Foreign ambassadors are honored guests, but guests nonetheless."*

Mechanical Effects:

- Cost: Diplomats +1 Revenue
- Pasha of Peace informed of ambassador activities
- Ambassadors: -1 Clout max (capped at 3)

Narrative Consequences: Asserts sovereignty. Ambassadors monitored. Shows state capacity.

Divan Reactions:

- Ayşe Sultana: Positive

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3. His Majesty's Parliament *"The Beys and Effendis shall counsel the Sultan in assembly."*

Mechanical Effects:

- All Effendis in clean Factions: +1 Clout
- Sultan can call Elections (Faction competition)
- Winner's leader becomes Prime Minister (if you choose)
- Laws need majority support (51+ seats)
- Creates legislature (100 seats)

Narrative Consequences: Shared governance. Legitimate opposition. Democratic elements. Can lose control if mismanaged.

Foreign Power Reactions:

- Gwaelod: Extremely positive (+4 relations)
- Brest-Lyonesse: Positive (post-revolution), Very negative (pre-revolution)
- Slaika: Very negative

Faction Effects:

- Progressives: +6 Powerbase
- Conservatives: +2 Powerbase
- Reactionaries: -2 Powerbase

Divan Reactions:

- Current Grand Vizier: May resist
- Kemal Efendi: Positive

Parliamentary System: 100 seats allocated by faction Powerbase percentage. Factions form coalitions. Prime Minister leads government. Sultan can veto laws (with consequences) or dissolve Parliament.

Parties:

- Progressive Party (Tahir Bey): 25-40%
- Conservative Party (Mirza Kemal): 30-45%
- Reactionary Party (Sheikh Yusuf): 15-30%
- Separatist Bloc: 5-15%
- Socialist Party (late game): 0-10%

Sultan retains veto power but using it angers dominant faction (-3 loyalty, +2 Powerbase).

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4. TANZIMAT: Congress of Fenarut *"The Great Powers shall recognize us as equals."*

Mechanical Effects:

- Triggers Diplomatic Play with all Powers
- Goal: Recognition as sovereign Great Power
- Success: Massive prestige, intervention harder
- Failure: Triggers intervention/partition

Prerequisites: Modern military, stable government, 2+ Great Power allies, no active revolts

Success: Treaty guarantees borders. Concert protects you. Victory condition met.

Failure: Slaikan ultimatum. Gwaelod demands treaty port. Partition scheme. Must fight or accept humiliation.

TRADITIONAL TRACK

1. Restrict Foreign Movement *"Infidel ambassadors shall not wander freely, corrupting the faithful."*

Mechanical Effects:

- Ambassadors: -2 Clout max (capped at 2)
- Foreign travel restricted to capital
- Reactionaries: +2 Powerbase

Foreign Power Reactions:

- All: Negative (insulting)

Divan Reactions:

- Sheikh Ibrahim: Positive
- Ayşe Sultana: Very concerned

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2. Tribute System Revival *"Lesser states shall acknowledge our supremacy with tribute."*

Mechanical Effects:

- Demand tribute from weaker neighbors

- +2 Revenue if successful
- May trigger conflict

Narrative Consequences: Assert regional dominance. Traditional imperial system. May provoke wars.

Divan Reactions:

- Rıza Pasha: Concerned (can we enforce this?)
- Ayşe Sultana: Very concerned

Risk: May trigger war you can't win.

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3. Construction of the Sublime Porte *"Let the world come to our gates as supplicants."*

Mechanical Effects:

- Cost: 6 Revenue to build
- Can expel ambassadors without consequences
- Pasha of Peace: +1 Clout
- Ambassador activities visible
- Symbolic sovereignty

Narrative Consequences: Architectural symbol. Centralized foreign relations. Can remove troublemakers.

Divan Reactions:

- Ayşe Sultana: Very positive (+2 loyalty)
- All others: Positive (prestige)

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4. TANZIMAT: Closed Country Edict *"The Devlet shall stand alone, pure and uncorrupted."*

Mechanical Effects:

- Expels all foreign ambassadors
- Foreign trade severely restricted
- All foreign influence: Eliminated
- All Eyalets: +2 Unrest (economic disruption)
- Reactionaries: +5 Powerbase
- Progressives: -6 Powerbase
- Revenue: -5 (trade loss)

Narrative Consequences: Total isolation. Autarky enforced. No foreign influence. Traditional purity. Economic hardship. Like Tokugawa Japan.

Foreign Power Reactions:

- All: Extremely negative
- May trigger intervention or blockade

Divan Reactions:

- Sheikh Ibrahim: Positive
- Kemal Efendi: Will resign (-5 loyalty)
- Ayşe Sultana: Will resign (-5 loyalty)

Prerequisites: Sultan-Caliph, Islamic Economic System

Victory Path: Survive through isolation. Internal development. Outlast foreign interest. Eventual reopening on your terms (far future).

WAR RESOLUTION

FORCE QUALITY LEVELS (1-10)

1-3: Obsolete Traditional Bey levies, peasant militias, no modern training

4-5: Adequate Basic training, traditional tactics, Religious Military Orders

6-7: Modernizing After Foreign Military Advisors (3 turns training), basic Western tactics

8-9: Modern After Western Model Army, professional officers, modern equipment, Standing Army Reform

10: Elite Standing Army + Western Model + combat experience, best foreign trainers

Special Modifiers:

- **Jihad (if Sultan-Caliph):** +2 Quality defending Islamic lands
- **Ghazi Restoration:** Quality capped at 5
- **Foreign troops:** Slaikan 7, Gwaelod 9, Brest 8, Irmonic (Preutzen) 8

BATTLE CALCULATION

Military Power = (Total Manpower) × (Average Quality) × (Terrain Modifier) × (Morale Modifier)

Compare Powers:

- Attacker > Defender by 50%+: **Decisive Victory**
- Attacker > Defender by 20-50%: **Victory**
- Within 20%: **Stalemate**
- Defender > Attacker by 20-50%: **Defeat**
- Defender > Attacker by 50%+: **Disaster**

Casualties:

- Decisive Victory: Winner -10%, Loser -60%
- Victory: Winner -20%, Loser -40%

- Stalemate: Both -30%
- Defeat: Winner -40%, Loser -20%
- Disaster: Winner -60%, Loser -10%

Territory: Based on outcome (capture objective, contest, no change, lose territory)

VICTORY AND LOSS CONDITIONS

VICTORY CONDITIONS

Modernizer Victory:

- Survive to Turn 100
- Pass Congress of Fenarut (recognized as sovereign Great Power)
- Defeat or deter Slaikan invasion (Turn 100)
- Maintain stable government with low unrest

Traditional Victory:

- Survive to Turn 100 as Islamic state (Sultan-Caliph enacted)
- Repel Slaika through Jihad mobilization
- Maintain religious unity in Divine Rites core
- Economic survival through traditional means

Constitutional Victory:

- Establish stable Parliament (functioning for 20+ turns)
- Allied with Gwaelod (mutual defense)
- Pass Constitutional Rights
- Defeat Slaikan invasion with constitutional government intact

Any Path: The ultimate goal is to reach Turn 100 with the Devlet intact, having successfully navigated the Slaikan invasion and maintained independence. How you get there—through modernization, tradition, or constitutionalism—is up to you.

DEFEAT CONDITIONS

Immediate Game Over:

- Civil war lost (capital falls, you're captured/killed)
- Foreign partition (Great Powers divide empire)
- Complete economic collapse (cannot pay any costs for 5+ turns)
- Sultan assassinated AND Sultana Aylin assassinated

The Sister - Princess Aylin (Second Life)

If the Sultan is assassinated through a successful plot, Princess Aylin becomes Sultana. The game continues, but:

Immediate Penalties:

- **All Divan members:** Massive loyalty penalties
    - Sheikh Ibrahim / Religious Conservatives: -4 loyalty
    - Reactionary Beys: -3 loyalty
    - Conservative Beys: -2 loyalty
    - Progressive Effendis/Beys: -1 loyalty
- **Reactionaries:** +6 Powerbase (illegitimate female ruler)
- **All plots against Sultana:** +10% success chance (seen as weak)
- **All diplomatic actions:** -10% effectiveness (not taken seriously)
- **Special Modifier "Unproven Ruler":** Lasts 10 turns or until major achievement

Foreign Power Reactions:

- Slaika: Openly contemptuous, may accelerate invasion
- Brest-Lyonesse: Uncomfortable (pre-revolution) or sympathetic (post-revolution)
- Gwaelod: Intrigued, offers support if she continues reforms
- Irmonic League: Mixed

Sultana Aylin Strategies:

She can pursue different approaches:

1. **Prove Strength:** Ruthlessly suppress opposition, assert authority violently
2. **Build Coalition:** Rally Progressives, negotiate with Conservatives
3. **Foreign Alliance:** Marry foreign prince for backing and legitimacy
4. **Religious Legitimation:** Find Islamic jurisprudence justifying female rule

If Sultana Aylin Dies:

TOTAL GAME OVER - DEVLET COLLAPSES

The dynasty is extinct. Within months:

- Beys declare independence
- Divan dissolves
- Foreign powers issue ultimatums

Final Outcome (based on game state):

If Slaika was strong: Slaikan armies occupy Orthodox Eyalets. Tsar annexes northern provinces. Puppet Orthodox kingdom established.

If Gwaelod was strong: Gwaelod navy seizes coastal treaty ports. "Chrysiot Republic" under Gwaelod protection declared. Merchants dominate trade.

If Reactionaries were strong: Sheikh Yusuf declares new Caliphate. Civil war erupts. Country burns.

If Beys were powerful: Eyalets become independent kingdoms. Twenty-one warlords rule. They war among themselves as foreign powers pick off territory.

Final Screen:

THE DEVLET HAS FALLEN

Your reign: [X] turns Reforms enacted: [list] Territories lost: [Y] Ultimate fate: [description based on collapse]

The dream of a modern, united Devlet died with Sultana Aylin.

CONCLUSION

The Devlet stands at the precipice. Every decision you make as Sultan will ripple through the empire—emboldening allies, enraging enemies, strengthening institutions, or fracturing the realm. There is no single "correct" path. A ruthless modernizer can succeed. A pious traditionalist can succeed. A constitutional reformer can succeed. What matters is internal consistency—your choices must reinforce each other and build toward a coherent vision.

The Slaikan invasion is coming on Turn 100. The Great Powers circle like wolves. Your own Divan plots in the shadows. The people cry out for leadership.

Your reign begins now.

Will you modernize and risk revolution? Will you embrace tradition and risk stagnation? Will you grant a constitution and risk losing control? Or will you forge your own path through this labyrinth of competing interests?

The fate of the Devlet—and millions of souls—rests in your hands.

God grant you wisdom, Sultan. The empire awaits.